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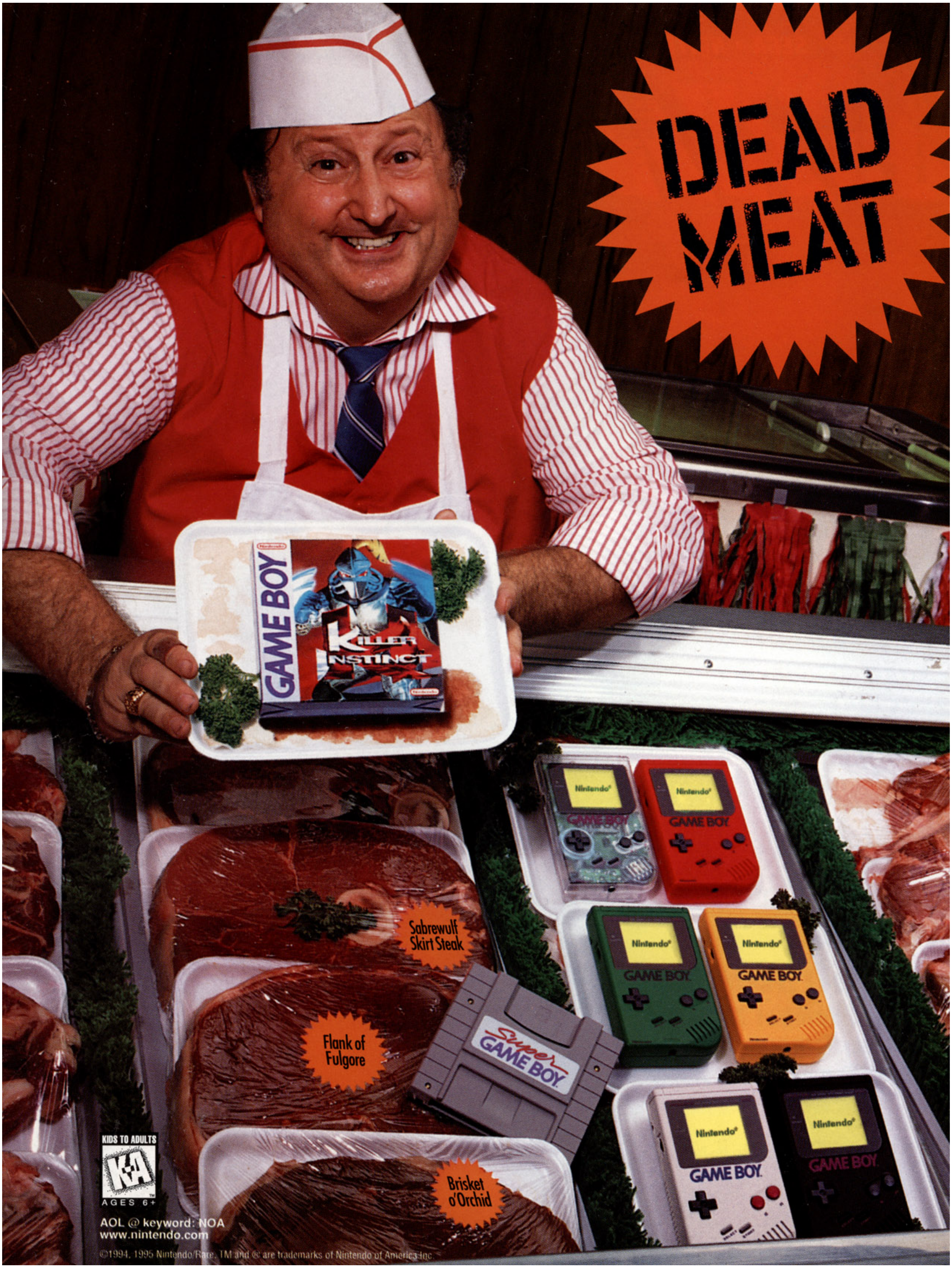
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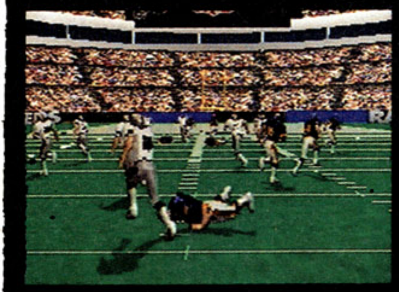

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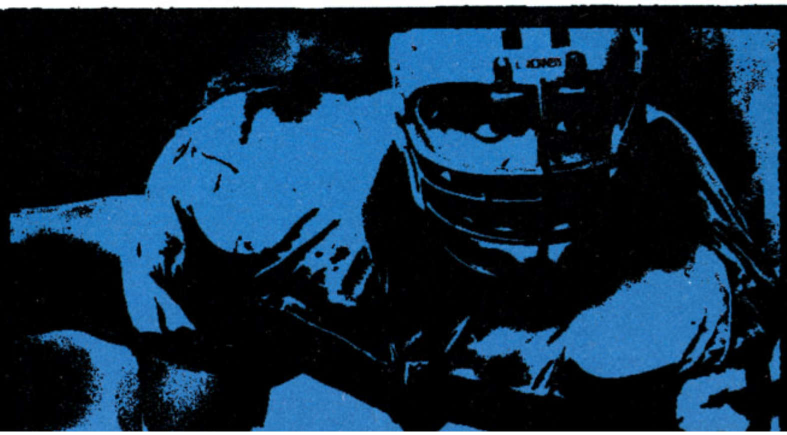

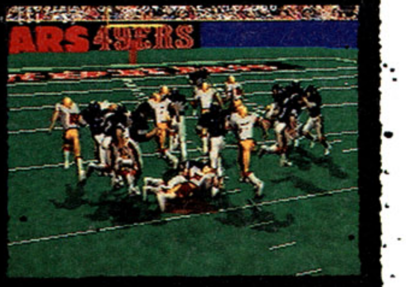

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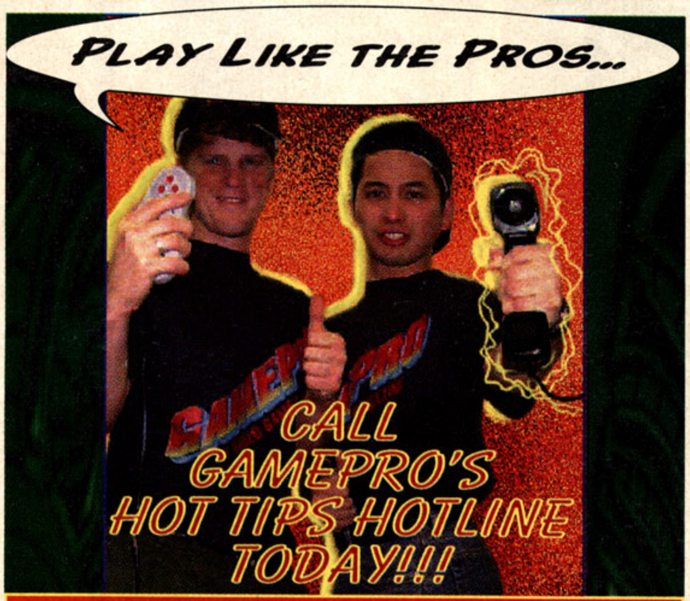
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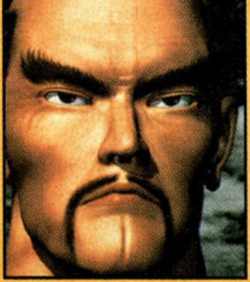

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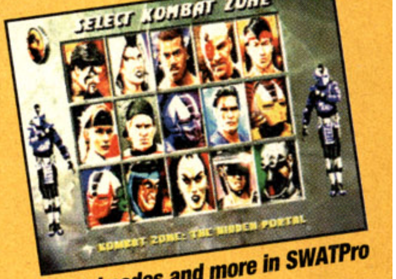
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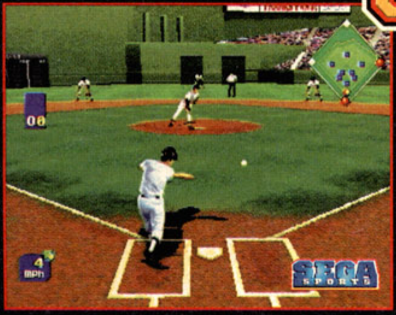
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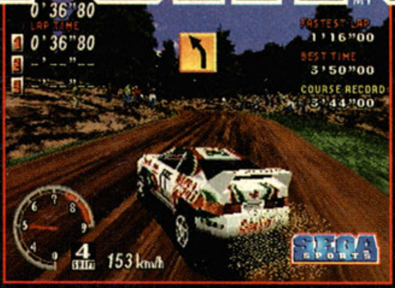

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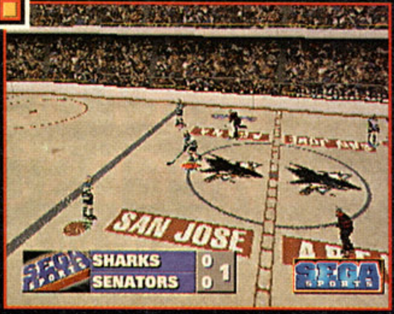

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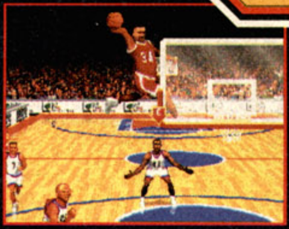
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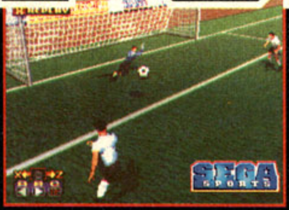
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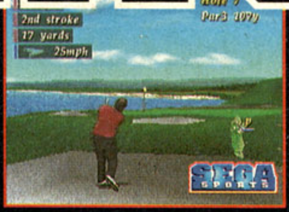

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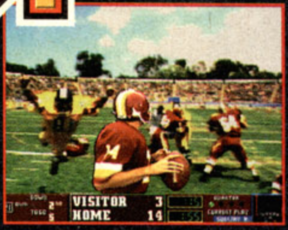

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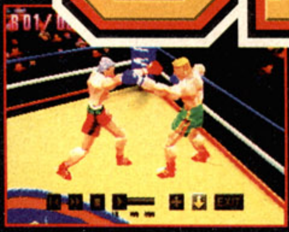
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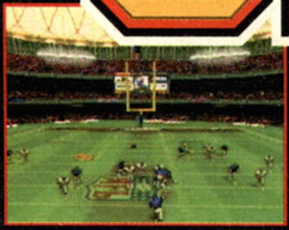
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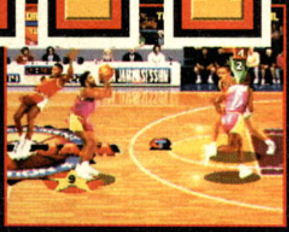
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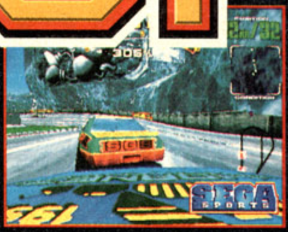
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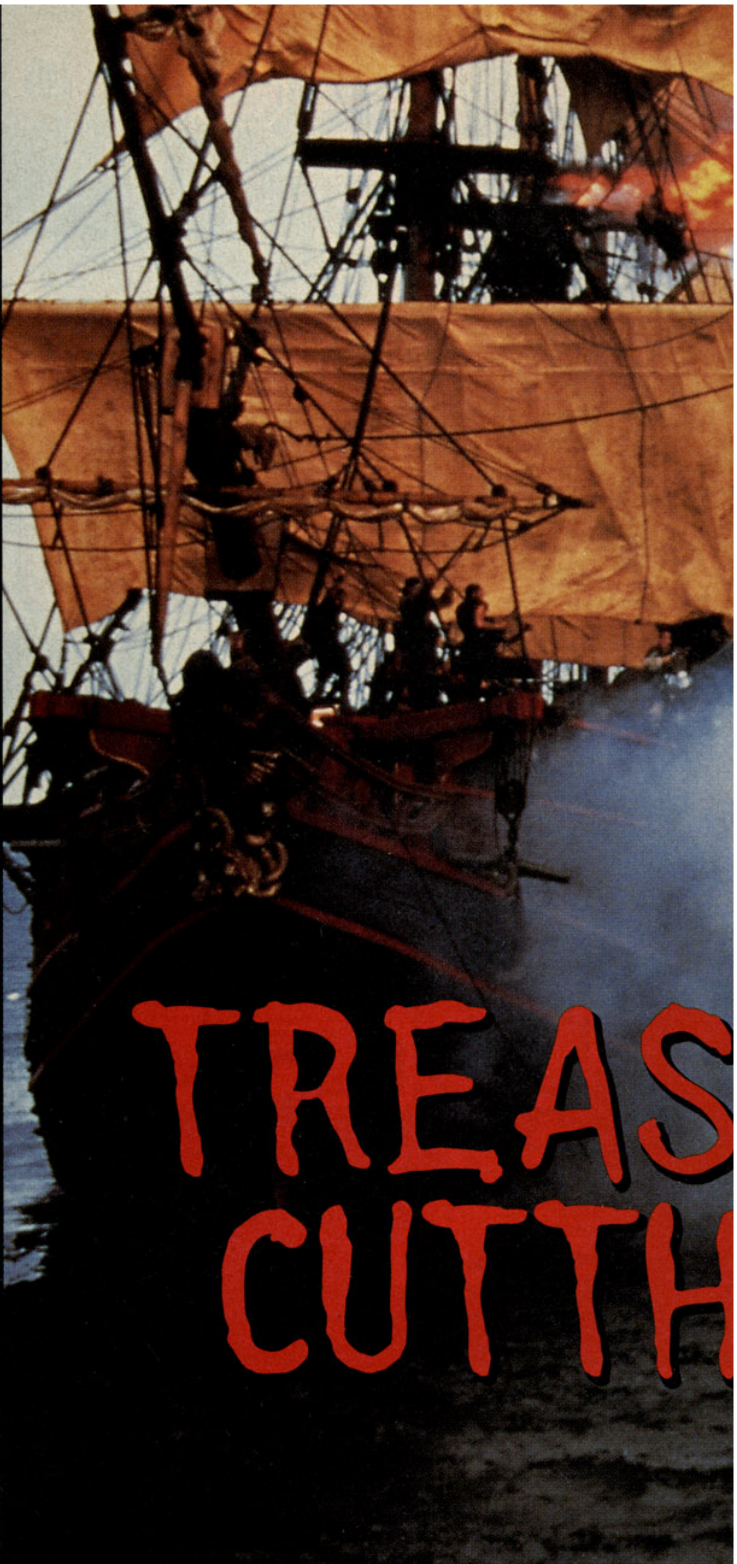

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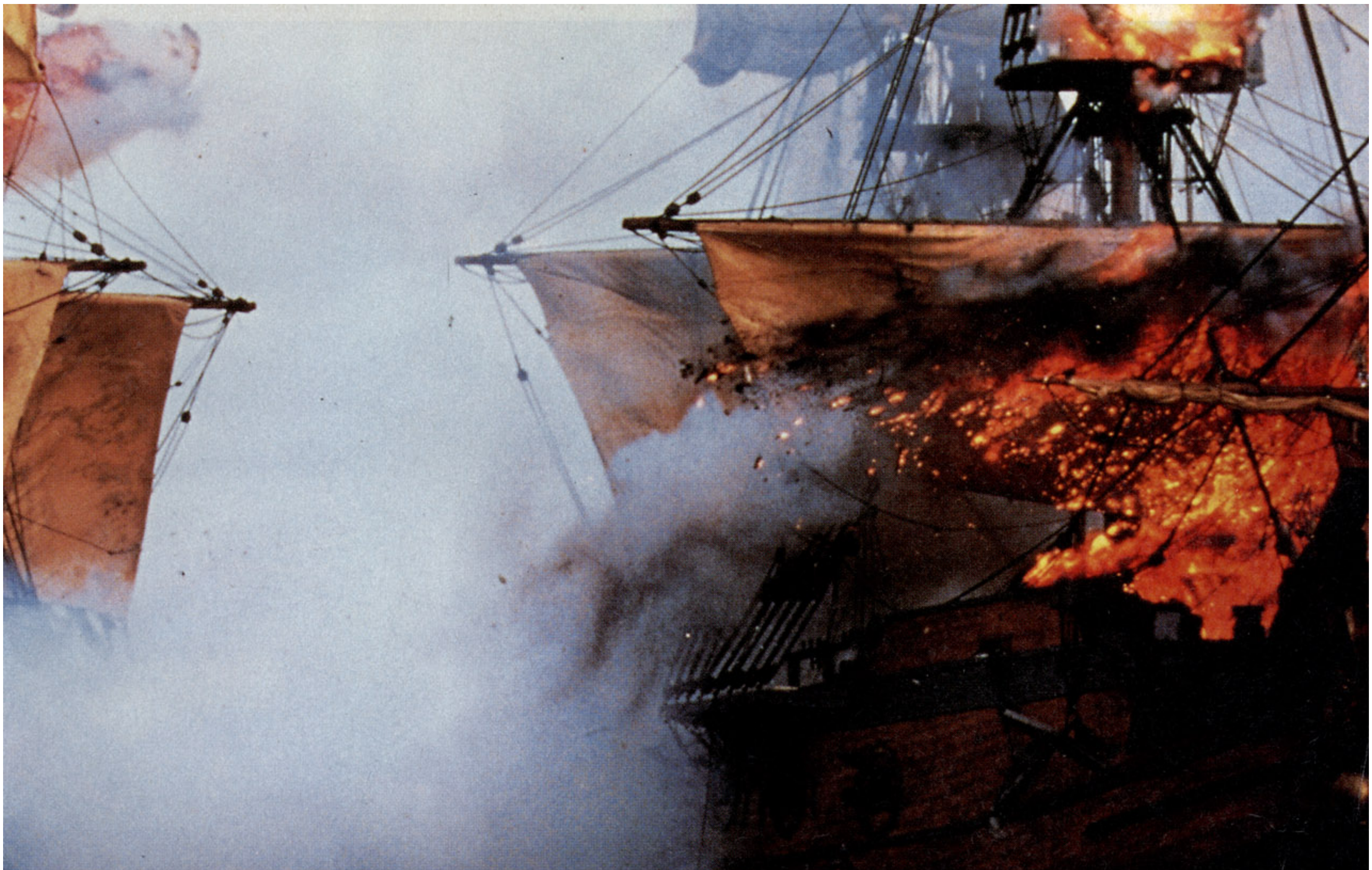

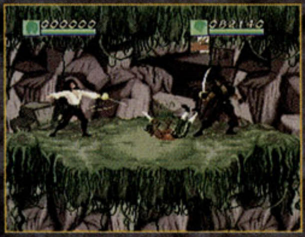

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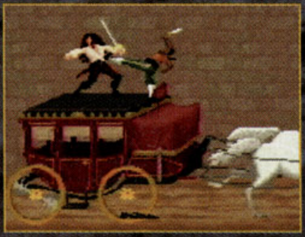

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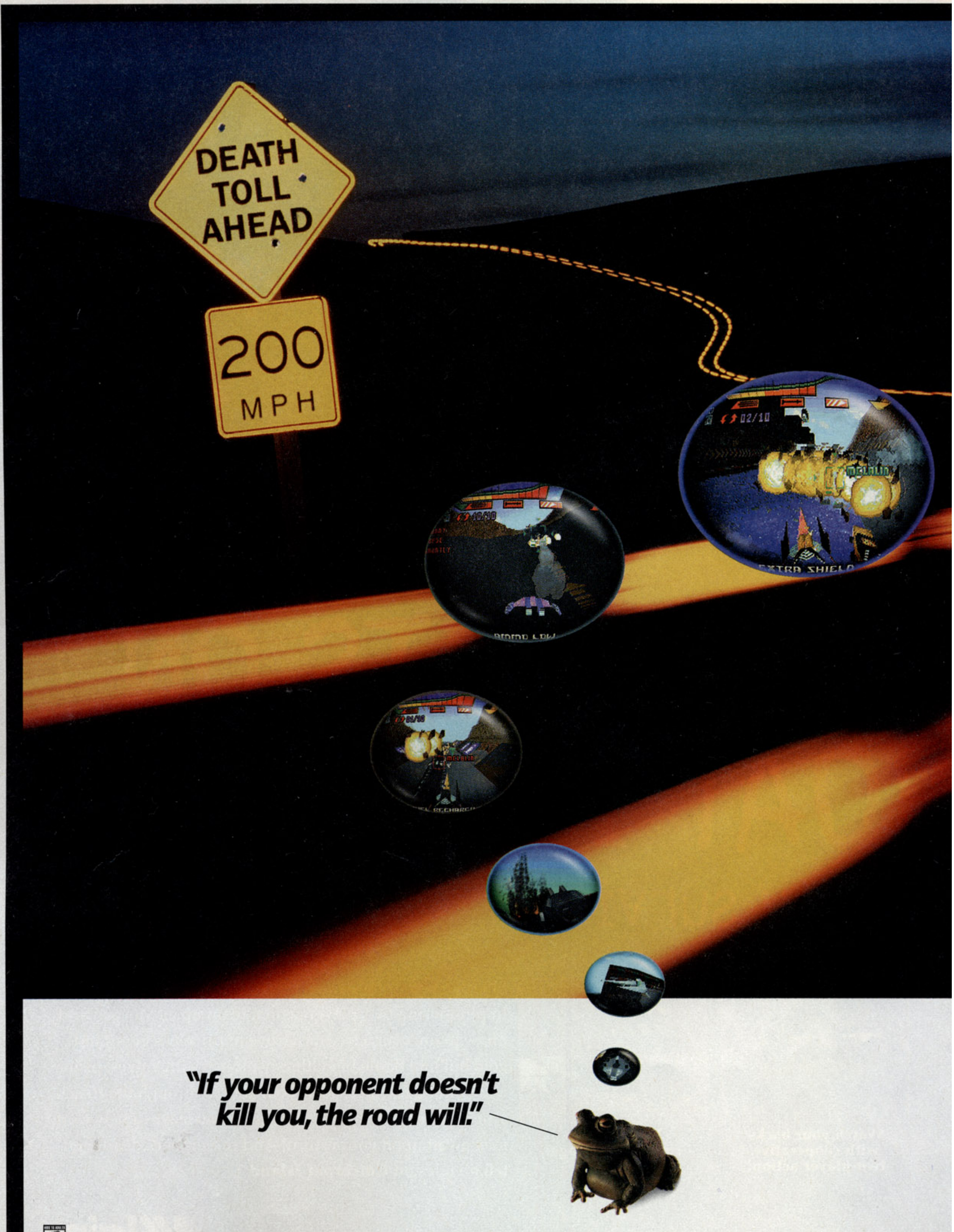
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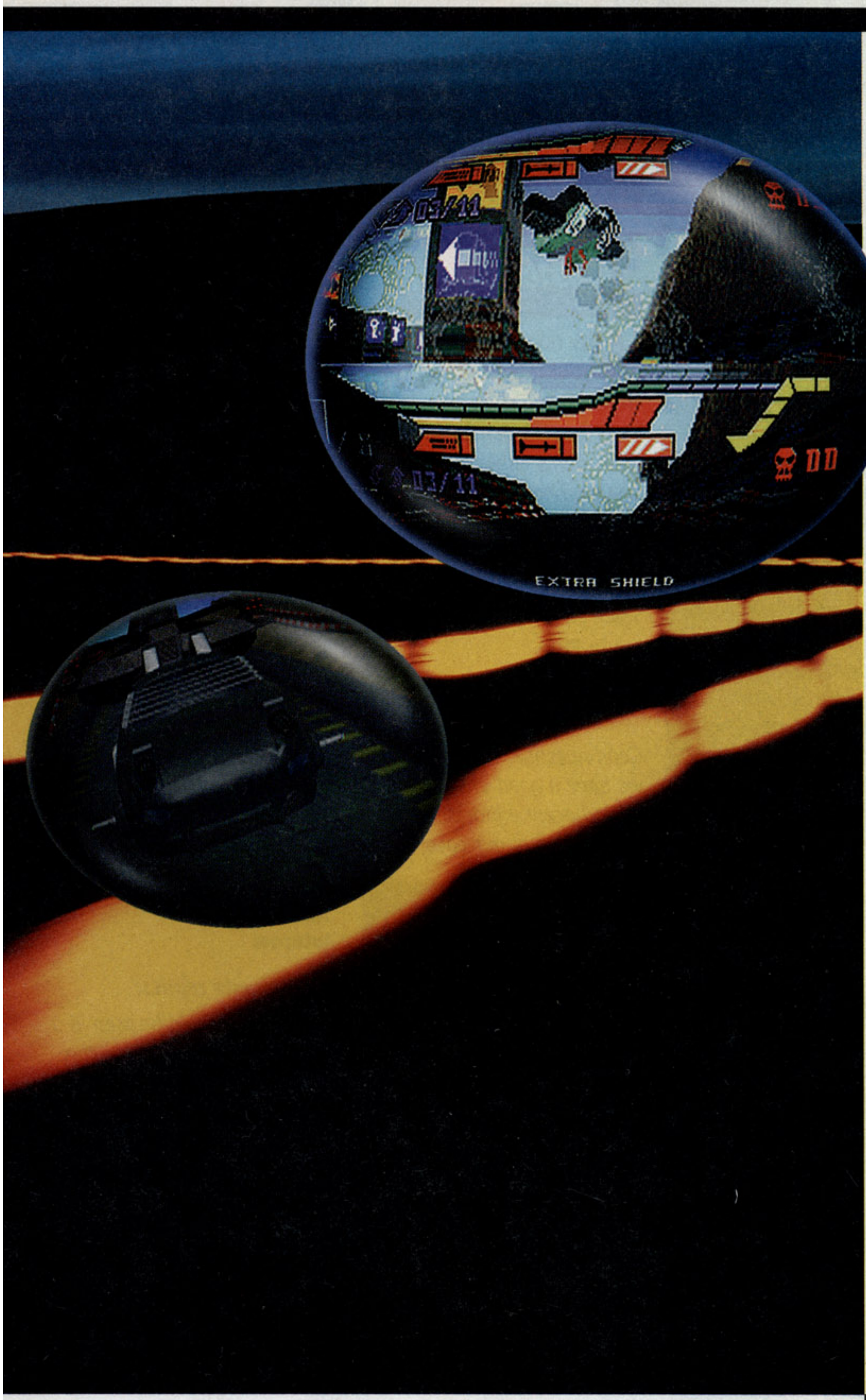

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So Many Games, So Little Space

So many systems, so many games...and so little space. That's a video game magazine's endless dilemma, as identified by reader Kevin Flint.

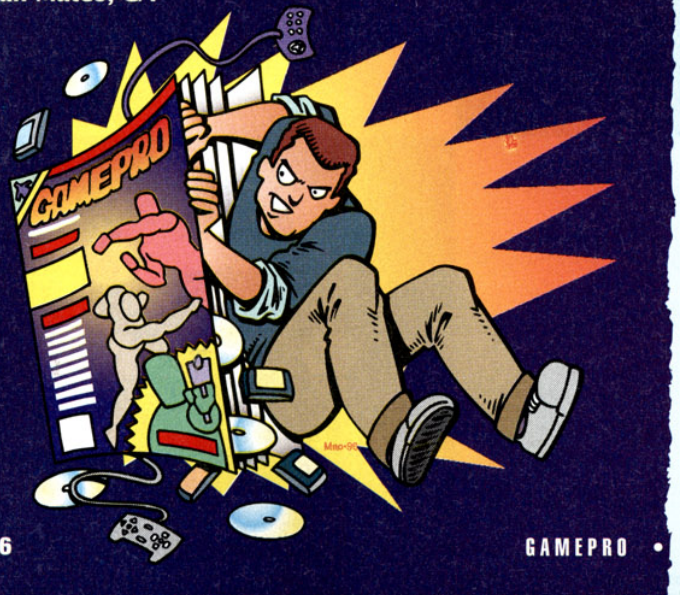
"Wasted Space?"

Fact: There are always more games to preview and review each month than magazines can fit into their pages. Fact: Many games are of no interest to many readers. Dilemma: Should *GamePro* try to preview and review every single new game that's made for every single system? Or should we devote our precious pages to a smaller number of games with larger mass appeal? In other words, goodbye Barney's Hide and Seek Game ProReview, and hello extra Killer Instinct coverage.

It's not an easy problem to solve because we know in advance we can't please everyone. If you own a CD-i, and Philips finally releases a new game for that troubled system, you want to know all about it and whether other titles are coming soon. You've been waiting a long time for some attention, so you're entitled. Conversely, if you're a Mortal Maniac, you couldn't care less about the CD-i, the Neo•Geo CD, the Jaguar CD, or any of the other lesser-known systems or games. All you want is MK, MK, and more MK. *MKPro* magazine sounds pretty good to you.

So far *GamePro* has tried to cover all the titles – good or bad – for all the video game systems. We were still reviewing NES and Lynx titles, remember, when those dying systems were on life support, and we've started covering Neo•Geo CD games even though relatively few people own this new unit. To us, the video gaming universe is a vast space sparkling with a wide variety of stars, big and small: Our job is to show you as many of those stars as we can so that you can go anywhere you want, not to just a few of the most popular destinations. Until enough of you tell us otherwise, we still intend to preview and review as many games for all systems as possible. It's a big universe out there, and somebody's gotta be the map.

The GamePros
the-mail.gamepro@iftw.com
San Mateo, CA



THE MAIL

GamePro Readers Speak Out!

Wasted Space?

Why do you use space in your magazine for previews of Neo•Geo and Neo•Geo CD games? Who actually owns either of these systems? You could use that space to preview games for the systems that people actually have, such as the Genesis, SNES, Saturn, and PlayStation.

Kevin Flint
Salem, NY

Toxic Tommy replies:

Good question, but we think we have a good answer. Read our adjacent editorial for an explanation of our coverage.

Company Wars

I am very outraged that the Saturn will not have Mortal Kombat 3 like all the other systems until much later. With all the money that Sega has, why didn't it purchase the rights to the game for its new system? If it is coming out for the Genesis, why not the Saturn?

Jared DeLuca
Alpharetta, GA

Quick-Draw McGraw replies:

We posed Jared's question to Sega spokesperson Terry Tang. Brace yourselves, Sony: "Sony paid $12 million for a six-month exclusive; in the meantime Williams will be working on a Saturn version that will include all of the features found in the 'extreme' version of MK 3, plus other 'special features.' The Saturn version will be worth waiting for. Sony paid ridiculous amounts for exclusives, but eventually all the best games will be on the Saturn, and the PlayStation will never have any version of Virtua Fighter, Virtua Cop, or any of our other arcade blockbusters."

Why can't video game companies just get along? If companies like Sega and Nintendo teamed up to make a version of Sonic for the SNES or Donkey Kong Country for the Genesis, both companies would probably make a huge profit. If team-ups like this were to happen, the video game industry would always be around, and so would the 16-bit systems.

Austin Vedder
Internet

Andromeda replies:

Maybe that could happen in a perfect world, but not in this one. It's like Pepsi and Coca-Cola teaming up to make a single soft drink – it won't happen because neither company wants to help the other; they would rather drive them out of business. Fierce rivals like Sega and Nintendo are too competitive to ever team up for what could be some fascinating games.

SCORE 12000
TIME 0:49

Sonic sequels from Nintendo? Not very likely.

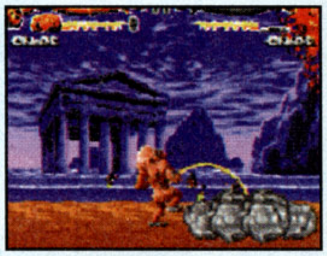
Cart Queries

In your September 1995 issue you have a ProStrategy Guide on Primal Rage. Under Chaos, you show the Golden Shower finishing move. We tried this move for over an hour, and every time, we would get the music that means you did the finishing move correctly. But Chaos just beat his chest and a circle with a slash through it appeared. Doesn't the move work?

Michael Pirone & Dave Cilia
Internet

Captain Squideo replies:

The move does work on the SNES – the fact that you hear the correct music proves that you've done it right. Unfortunately, you can't see the preferred screen anymore. A Time Warner Interactive spokesperson told us that Nintendo took it out of the SNES game at the last minute and replaced it with the screen you now see. The move is there – it's the screen that's different. You have to play the Genesis game to see the complete graphics.



This shower action isn't in the SNES version of Primal Rage.

Nintendo tells us that the Ultra 64 will cost less than the other next-generation systems, but how come they never discuss the prices of the games? Could it be that they'll cost a lot more than the CDs for the Saturn and PlayStation?

J.K. Pace
Tempe, AZ

Bro' Buzz replies:

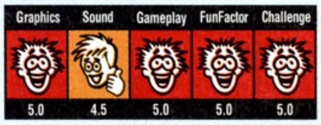
That's a fair question, and nobody knows the answer yet. A Nintendo spokesperson assures us that prices of the games will be "competitive." Still, you have to wonder how expensive they'll be because Nintendo's been hinting at some games with huge memory, and typically games with extra megs and special chips cost more (remember Virtua Racing for the Genesis for $100?).

I enjoyed and still have Sonic the Hedgehog for my Genesis. I would like to know what you rated it when it came out.

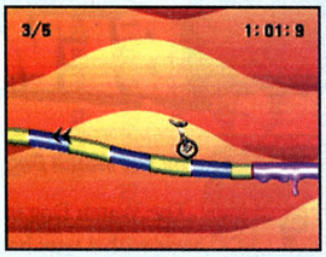
"Frosh2"
Internet

Doctor Devon replies:

Sonic was on the cover of our June '91 issue and scored these ratings inside (back then the Control category was called Gameplay):



Graphics	Sound	Gameplay	FunFactor	Challenge
5.0	4.5	5.0	5.0	5.0



Racin' to the end of Uniracers.

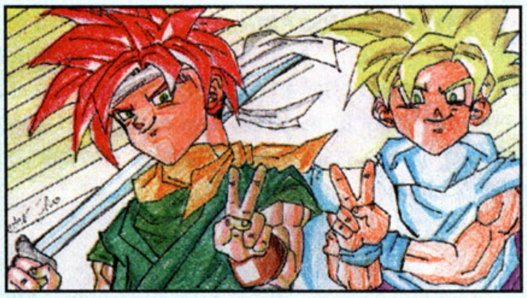
My friend and I have recently beaten Uniracers for the SNES, and we were wondering what one of the ending screens means. It's the one that says "Who Dunnit" and shows a picture of unicycles with human heads on them where the seats would be.

Greg Merchlinsky
Internet

Air Hendrix replies:

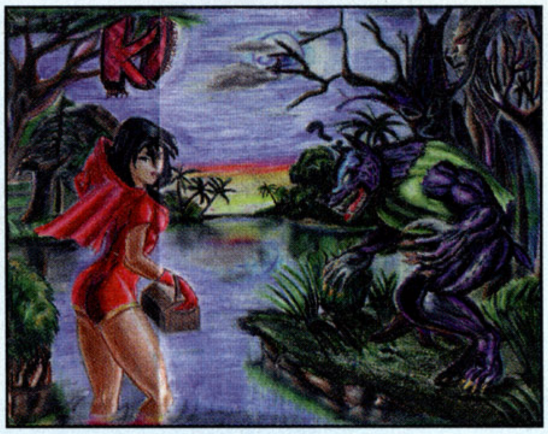
According to a Nintendo spokesperson, those heads belong to the programmers at DMA Design, the software company that created the game.

GAMEPRO GALLERY



Peter Cho, Newton, MA

Pick of the Month



Arlington Beethoven Cruz, Haverstraw, NY

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BUYERS BEWARE

By The Watch Dog

The Watch Dog is in the house, ringing in the new year with a new batch of complaints about Batman Forever and Mortal Kombat 3. Father Time never had it so ruff!

Holy foul-ups!

Q: What's with the utility belt in Batman Forever for the SNES? Many belt weapons and their names don't match those in the manual, and most of the belt weapons in the game don't function with their assigned buttons (for instance, the Batarang for each character). When I press Down, Forward, and Button B, Robin shoots something at the ground, but this combination of buttons isn't found in the manual. Why?

Kevin Kuntz, Las Vegas, NV

A: **A representative from Acclaim's Consumer Service Department states:**
There were a few misprints in the manual. For the Batarang, press Down, Forward, and Button A.

A: **The Watch Dog states:**
Shame on you, Acclaim! If there were misprints, you should offer an updated manual at no charge to consumers who bought the game. Now every time someone needs the correct button assignments, they have to call your expensive consumer line!

Q: I bought Mortal Kombat 3 for my Genesis and tried the Ultimate Kombat Kode from your August issue, but it was too long to fit in the code box. The code is ten spaces long, but the Genesis code box has only six spaces. What gives?

Scott Hewitt, Livermore, CA

A: **Major Mike answers:**
The Ultimate Kombat Kode you reference ("The Fighter's Edge," August '95) was strictly for the arcade version. We ran another Ultimate Kombat Kode for the PlayStation ("SWATPro," December '95), but we haven't yet published an Ultimate Kombat Kode for the Genesis or SNES. In this issue's "SWATPro," we run other codes that achieve the same effects on the SNES as the Ultimate Kombat Kode. Look for similar Genesis codes next month.

Atom and Eve

Q: With regard to the Saturn, what's the difference between X-Men: Children of the Atom by Acclaim and X-Men: Children of the Atom by Capcom?

Karash Kashanian, Queens, NY

A: **The Watch Dog replies:**
Only the publisher of the game. Capcom is the developer of Children of the Atom, but Acclaim will distribute the home versions for the Saturn and PlayStation. The same applies for Street Fighter: The Movie. The original arcade version was made by Capcom, but the home versions were distributed by Acclaim.

The Tsung never rises.

Q: When I set the options to "All" in Mortal Kombat 3 for the PlayStation, the game freezes as Shang Tsung morphs. What's going on? Is my copy bugged out? Should I return it?

Brian Skieff, Long Beach, CA

A: **The Watch Dog responds:**
If you return it, you'll find that your next copy does the exact same thing. A programming error causes the game to freeze for about five seconds when Shang Tsung first morphs, and for another four seconds when you morph back into Shang Tsung. If your game freezes permanently (locks up so you can't play at all after the wait), you should return your copy.

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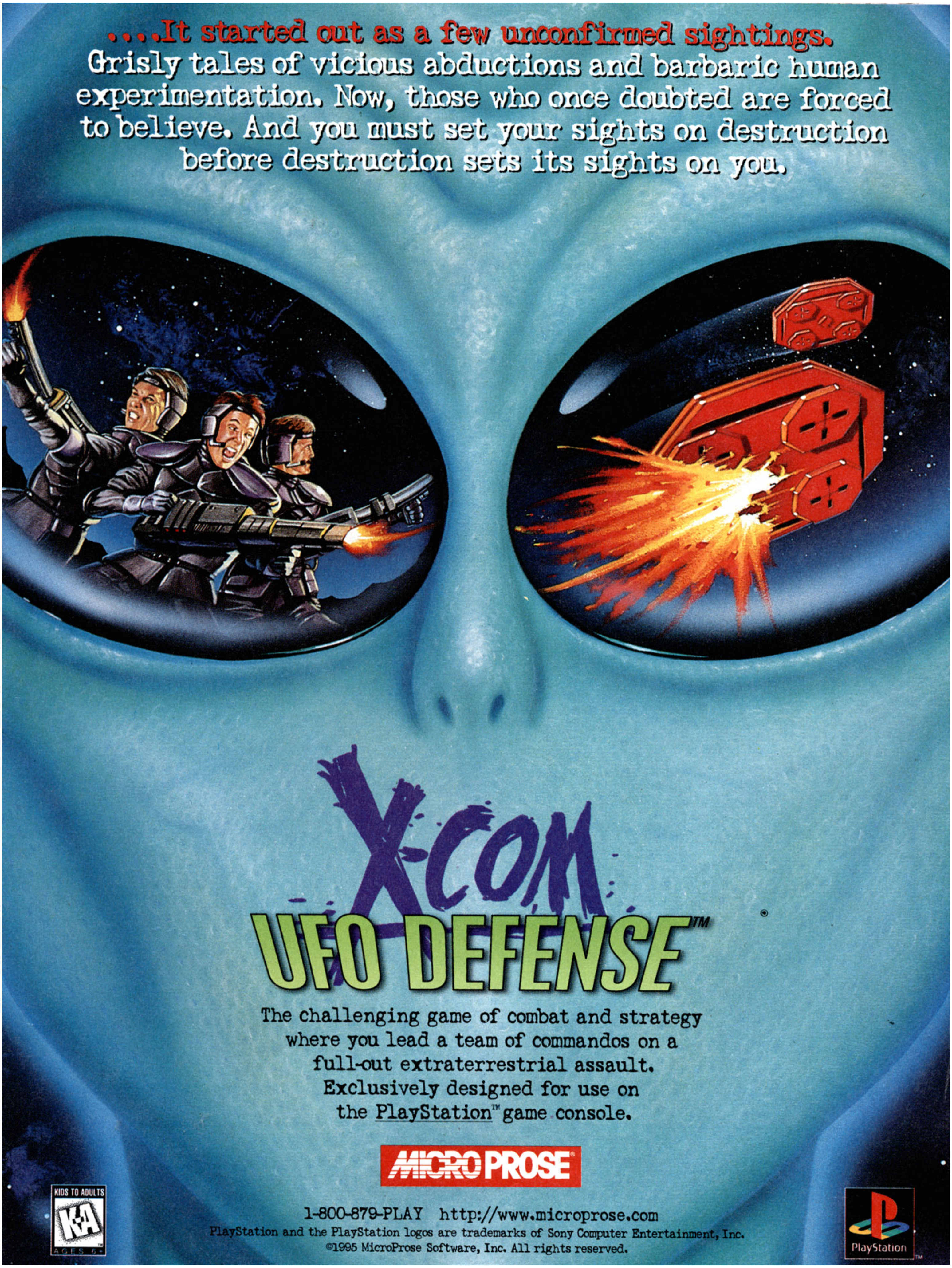

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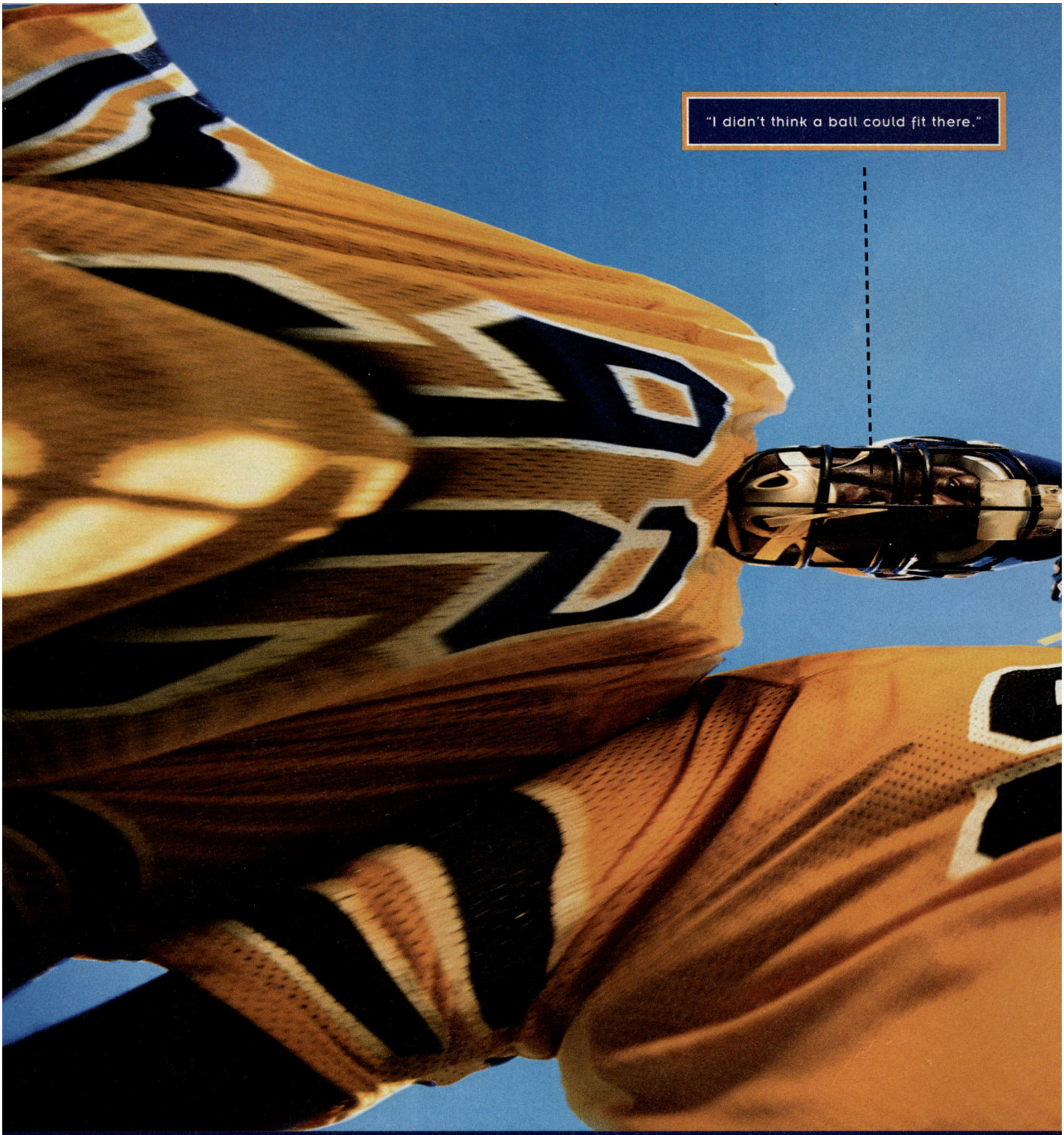
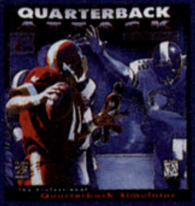

"I didn't think a ball could fit there."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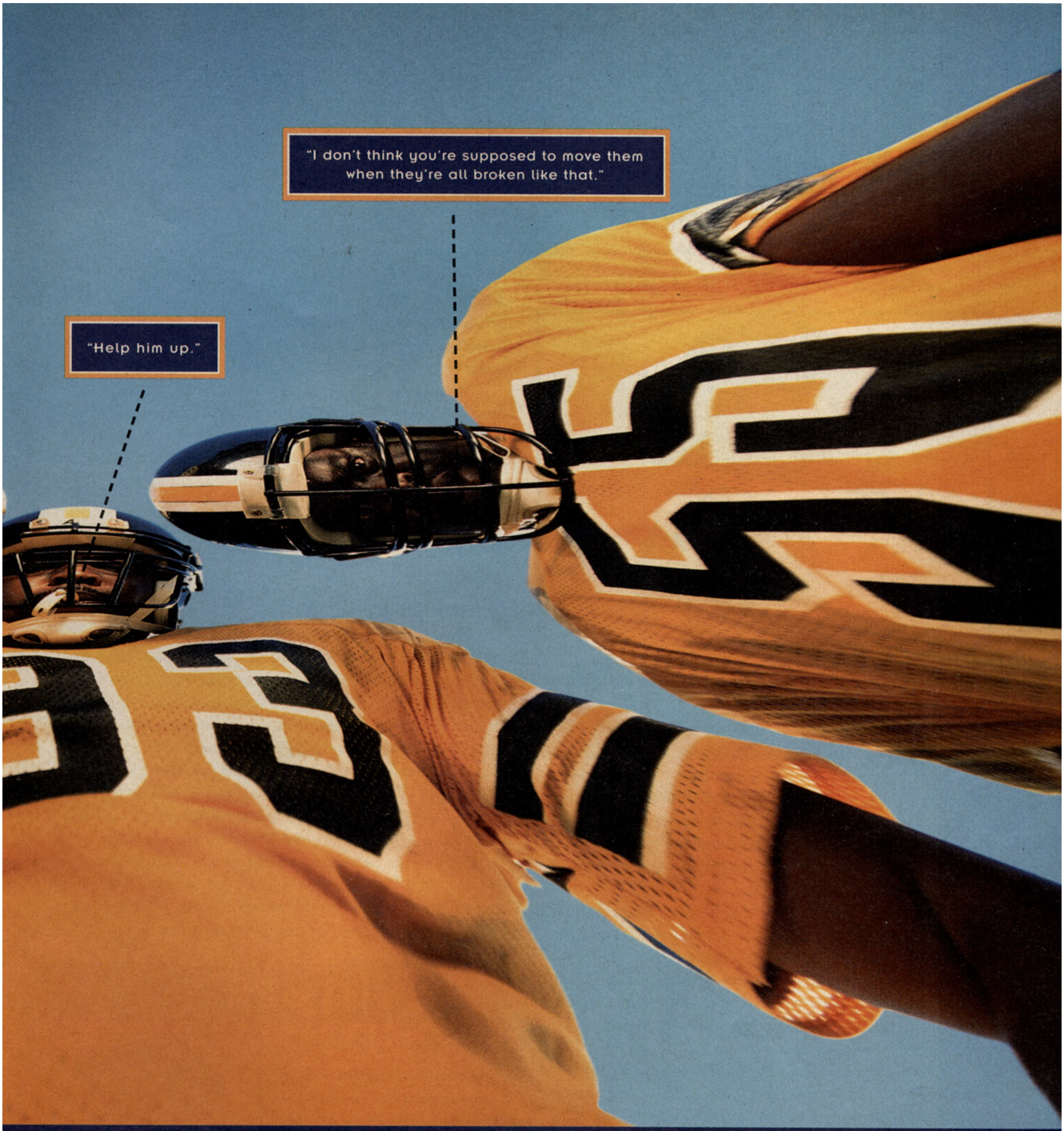
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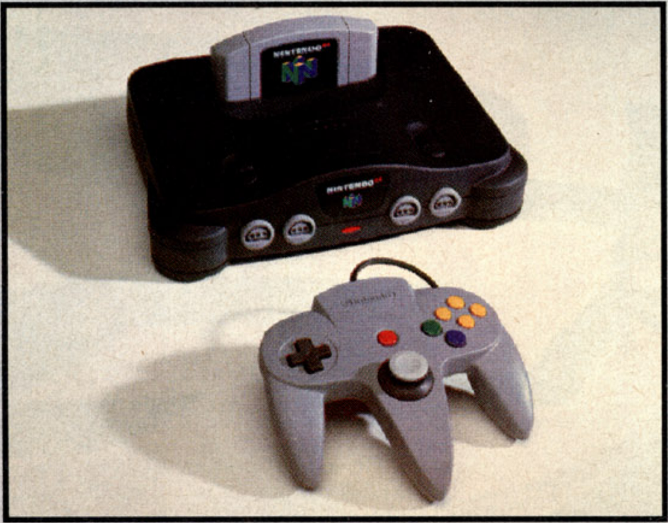
PRONEWS

January 1996

Ultra 64 Debuts in Japan



The Ultra 64 made its first public appearance in Japan this November.

At the winter Shoshinkai show in Japan, **Nintendo** displayed the **Ultra 64**, the system's never-before-seen three-handled controller, and about 10 games, including many third-party titles. Particularly noticeable among the Ultra 64's many intriguing physical details is an external I/O port on the bottom of the console, which is presumably for an external memory device. Check out our complete Shoshinkai report in the next issue for more info on the most eagerly awaited hardware of the year.

As for Ultra 64 games, Nintendo has Cruis'n USA and Killer Instinct coming down the pike. In addition, several important third-party companies have signed on as part of Nintendo's "Dream Team" to make exclusive games for the new system, including Acclaim (Turok: The Dinosaur Hunter), Williams (Doom, Open Ice), Sierra On-Line (Red Baron), GameTek (Robotech), Mindscape (Monster Dunk), and Spectrum HoloByte (Top Gun).

The Force will also be with Ultra 64 owners because LucasArts is coming to Nintendo's party in a big way. Nintendo and LucasArts are collaborating on **Shadows of the Empire**, a never-before-told addition to the classic Star Wars saga The game will appear sometime in mid 1996 exclusively for the Ultra 64.

Shadows of the Empire is set between the film plots of *Return of the Jedi* and *The Empire Strikes Back*. While the story is new, many of the characters will be familiar; gamers will confront such infamous nemeses as Boba Fett, Jabba the Hutt, Darth Vader, Imperial Walkers, and the Emperor, in addition to a dominant new enemy. As usual for Star Wars–based games, flying vehicles, including snowspeeders, will figure prominently in the action. This time, however, gamers will have complete freedom of movement as they fly using new 3D techniques.

Matsushita Grabs M2

3DO's **M2** graphics-processing technology will appear in a new CD-based game system in 1996. For a cool $100 mil, **Matsushita Electric Industrial** (**MEI**) of Japan purchased the high-speed, high-performance technology from 3DO for exclusive use in its future products.

MEI plans to apply the M2 architecture to a new 64-bit system that it hopes to launch in the second half of 1996, as well as an M2 64-bit upgrade to its Panasonic 3DO hardware. Other potential uses include MEI arcade games, software, the networking of multimedia products, and other consumer electronics. With the backing of an entertainment giant like MEI (better known for its labels like Panasonic, Quasar, and Technics), the 3DO system's standing on much firmer ground as it faces off against Sony, Sega, and Nintendo in the coming months.

Game Industry Rebounds

As the four head honchos of video game hardware – Sega, Sony, Nintendo, and 3DO – wrestle for the top next-gen spot (see "ProNews," December '95), members of the third-party video game community are showing strong signs of recovery from the recent industry downturn. At the front of the pack, **Acclaim**'s business is booming with an impressive series of revenue gains, acquisitions, and alliances.

In its latest fiscal year, Acclaim posted revenues of $585 million, up from $481 million the previous year. Looking to the future, the company recently hooked up with **Warner Brothers** to jointly develop games based on upcoming Warner Brothers movies. Although a Warner Brothers spokesperson said that the two companies hadn't determined which films the games will be based on, the alliance calls for three movie-based games for the next-gen systems, PC, and arcade that utilize the sets, props, and costumes from the movies.

This Just In . . .

Neo•Geo CD Delayed

The newest entry into the next-generation hoopla, the Neo•Geo CD, failed to land on store shelves this October as SNK had planned (see "ProNews," September '95). "Plans for the Neo•Geo CD are still yet to be determined," said a spokesperson for SNK. No specific reason was given for the delay.

The Neo•Geo CD is arriving late for its battle with the PlayStation and Saturn.

SNK had originally planned to launch the new hardware for $399 with one controller and an unnamed pack-in game, as well as a 70-title game library. We'll keep you posted as further developments arise.

In the video game arena, Acclaim nailed down the rights to publish **Taito**'s Japanese games in the Western Hemisphere. First out of the gate will be Galactic Attack for the Saturn and Jupiter Strike for the PlayStation, both due in December. Acclaim also acquired two prominent game developers, **Probe** and **Sculptured Software**, which are known for their work on titles like MK 3, Primal Rage, FIFA Soccer, and the Star Wars games.

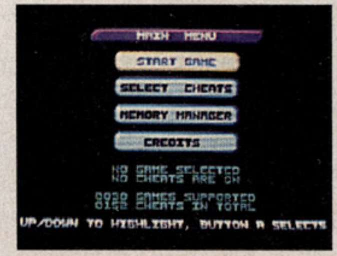
Other top software companies have been posting strong figures as well. **Electronic Arts** reported revenues of $93.7 million for its latest fiscal quarter, up from $88.8 million the previous year. **Williams** announced that more than 250,000 copies of MK 3 for the SNES and Genesis flew off store shelves in the first weekend they were available, positioning those carts as some of the top-selling games of the year. Even smaller companies like **Activision** and **Galoob Toys** (makers of the Game Genie) reported revenue gains in their latest fiscal quarters.

As promising as these developments look for the video game industry, they're not sure signs of recovery from the past year's sales slump. Consolidation trends like Acclaim's recent deals show that smaller companies need the support of the larger, more prosperous firms to stay afloat. In recent years when 16-bit systems reigned supreme, development houses and smaller companies such as Sunsoft, Kaneko, American Technos, and Takara were able to thrive, but in 1995, these and many other third-party companies canceled their video game plans. Hopefully, figures from the Christmas sales season and the Ultra 64's spring arrival will solidify the industry's rebound from tough times, though the record may show that fewer independent companies survived the transition to next-gen gaming.

32-Bit Game Busters

Datel, makers of the Pro Action Replay, has joined forces with **InterAct Accessories**, formerly STD Entertainment, to develop the **Game Shark**, a game enhancer for the Saturn and PlayStation that's based on Datel's Pro Action Replay. Scheduled for release in January with a $59.95 price tag, the Shark will offer Game Genie–like codes for the two new platforms, as well as extra backup RAM memory for saving games. The Game Shark will replace the Pro Action Replay for the Saturn, which is currently available in the U.S. only on a mail-order basis (see "GamePro Labs"). InterAct plans to add more features to the Game Shark and distribute it through toy stores nationwide.

InterAct also plans to release the Game Shark for the Ultra 64 when that system becomes available in the spring.



NO GAME SELECTED
NO CHEATS ARE ON

0020 GAMES SUPPORTED
0142 CHEATS IN TOTAL

UP/DOWN TO HIGHLIGHT, BUTTON A SELECTS

The Game Shark will help you sink your teeth into Saturn and PlayStation games.

Hot News from GamePro Online

America Online users can now get updates on all the happenin' video game news from GamePro Online. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to keep up with the latest word on the latest games.

Saturn Extends Its Orbit

According to a story in the *San Jose Mercury News*, **Sega**'s planning to take the Saturn into cyberspace by developing the **"Internet Saturn,"** a connection device that will link the 32-bit machine to the Internet. Presumably the device would be some kind of keyboard/modem that would connect gamers who already own a Saturn with online services and would display text and commands on a TV.

Sega's hoping to have the unit ready for sale in the U.S. by summer 1996 for about $100. A Japanese version is already in development and is targeted for a spring '96 release with a price of approximately $200.

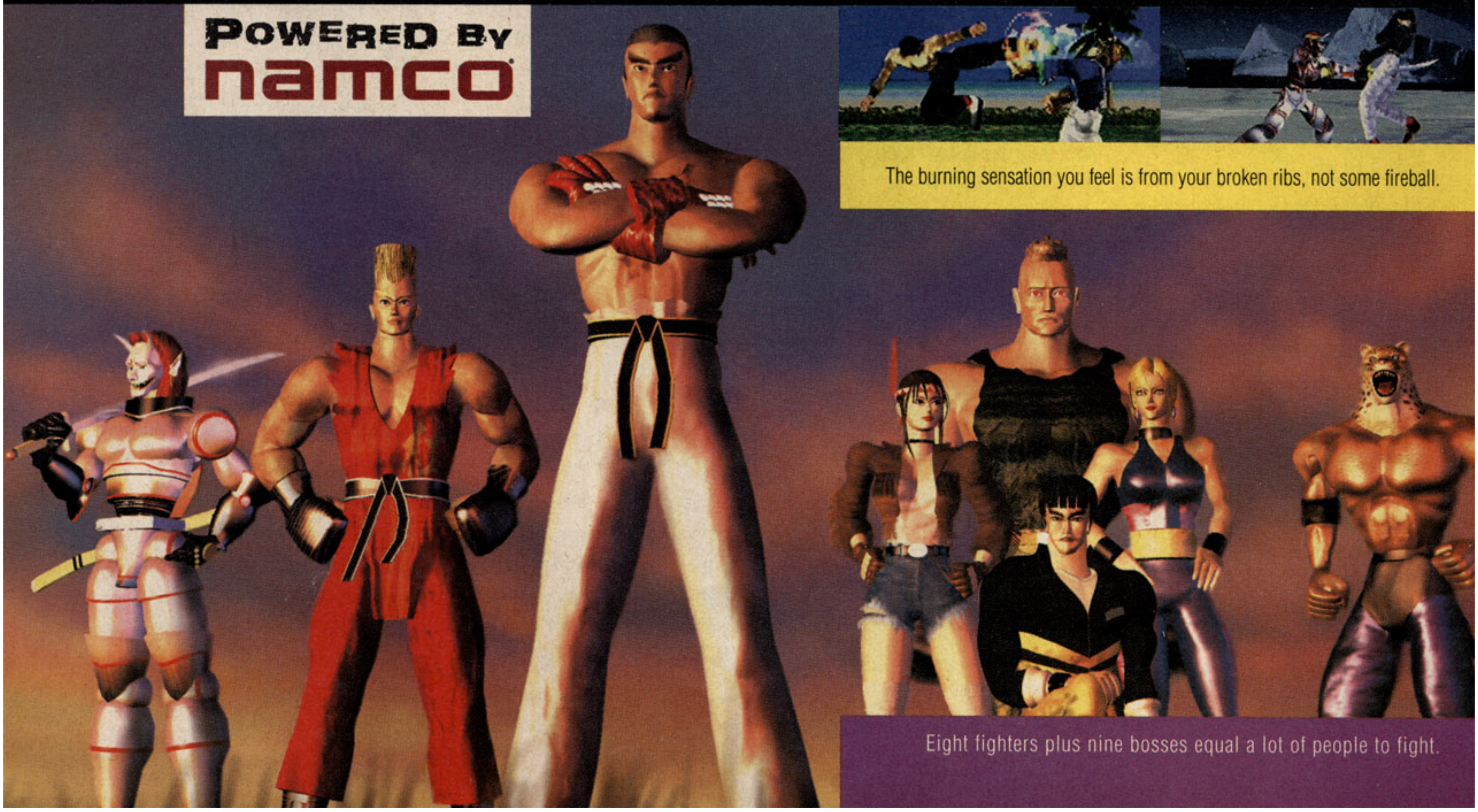
BLOCKBUSTER VIDEO® January HOT SHEET

Super Nes	Genesis
1. Donkey Kong Country 2	1. NBA Live '96
2. Killer Instinct	2. Prime Time NFL Football
3. Mortal Kombat 3	3. Madden NFL '96
4. Toy Story	4. Toy Story
5. NBA Live '96	5. Mortal Kombat 3
6. Revolution X	6. Earthworm Jim 2
7. Madden NFL '96	7. Revolution X
8. Mega Man X^3	8. WWF Wrestlemania
9. Yoshi's Island	9. NFL Quarterback Club '96
10. NFL Quarterback Club '96	10. Vectorman

Quick Hits

- Gamers are happily getting Bugged, according to **Sega. Bug!**, Sega's new Saturn game, has turned the cheeky insect into such a popular character that discussions are under way for an animated TV series. With 150,000 copies out the door, the game ranks behind Daytona as the Saturn's second most popular game, according to Sega.
- In other **Sega** news, the video game giant has just allied itself with **DreamWorks** and **MCA** with the goal of opening several new location-based entertainment centers late in 1996. The centers will feature high-tech attractions, arcades, and simulators. DreamWorks is the production company formed by Steven Spielberg and other entertainment innovators, while MCA is a long-time Hollywood heavyweight.
- **Interplay** has just released a nifty stocking stuffer for 3DO owners. Called the **Interplay 3DO Buffet Pack**, the disc contains playable samples of Interplay's latest 3DO titles, including Casper, Out of This World, and Alone in the Dark 2. If you're interested, check your local toy or software stores.
- Haste Makes Waste, Chapter 147: Virtually every video game system in history, from the NES to the 3DO to the Saturn, has seen its debut price quickly fall. The latest system to have its price cut is the **Virtual Boy**, which dropped in October to $159.95 after debuting in August at $179.95.
- **Nintendo** did achieve a positive milestone this fall, however. Just before Halloween the company installed its 1000th **Starlight Nintendo Fun Center** in a U.S. hospital. For more than three years, Nintendo has worked with the Starlight Foundation and Wal-Mart to bring these mobile entertainment/video game units to the bedsides of young patients.

SAVE HUNDREDS OF DOLL



The burning sensation you feel is from your broken ribs, not some fireball.

Eight fighters plus nine bosses equal a lot of people to fight.

ARS ON FIGHTING GAMES.

BUY THE RIGHT ONE.

The one with enough phenomenal reviews to take down an entire forest. The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at 60 frames per second. The one with four points of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough, it even knocks out the arcade version. Tekken™.

TEKKEN™ & © 1994 1995 Namco Ltd. All rights reserved. To find out more about why Tekken beats other fighting games to a pulp, get a hold of us on the web at http://www.namco.com. Or just get a hold of the package. This software is compatible with PlayStation™ game console with the NTSC U/C designation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. © 1995 Sony Electronic Publishing. The ratings icon is a registered trademark of the Interactive Digital Software Association.

TEEN
AGES 13+

PlayStation™

GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

Right now, GamePro Online is speeding along on America Online 24 hours a day. If you're not yet connected, here's a sample of what you've been missing.

Message Boards

Subj: Mario RPG
From: Mog Nothin
Square Soft's making it! It's got the 15 mHz SA-1 chip to power it! It's rendered! It'll be awesome!

Subj: RE: Mario RPG
From: KSmith5436
The graphics look awesome, the sound is said to be outstanding, but is Mario the right character for an RPG? Maybe a new character should be the star.

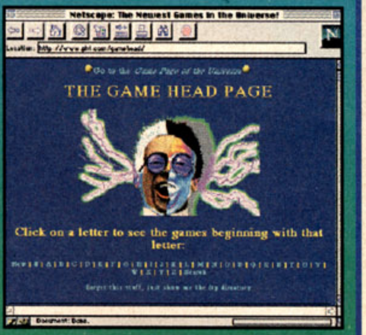
Subj: RE: RE: Mario RPG
From: Vonbear1
Mario is a success, no matter what. An RPG will only add to the past success. This game is successful overseas, so I'm guessing it will do extremely well here.

Subj: How to Get Sega Channel
From: TSCob
For the people asking how to get the Sega Channel, call your local cable company or the Sega Channel at 800/896-7342.

Subj: Primal Rage
From: EnosLives1
Write me if you want all the moves for Primal Rage for the Genesis or the PC. I will be glad to send them to you. G

NetPro

What's on the Web? Tons! One way to keep up with the latest computer games is by accessing Pacific HiTech's Web site (http://www.pht.com/). Pacific HiTech houses the largest and most popular games archive on the Net, storing hundreds of playable samples that you can instantly download. GameHead is an offshoot CD you can subscribe to, which brings the games right to your computer on a regular basis.


Netscape: The Newest Games in the Universe!

THE GAME HEAD PAGE

Click on a letter to see the games beginning with that letter:

Document: Done.

Here are more Web addresses for game companies:

3DO: http://www.3do.com
Atari: http://www.atari.com
Mortal Kombat 3: http://198.49.168.5/~mkruse/mk3/mk3.html
Philips: http://spider.media.philips.com
Time Warner Interactive: http://www.pathfinder.com/twi/

Glossary of Online Terms

Spam – A form of luncheon meat. This term also refers to the sending of duplicate and/or undesirable data to a person's chat-room screen or their e-mail box. Spamming's a form of harassment and is not looked upon kindly. Spamming can result in expulsion from AOL.

Online activity intensified the week after October 13, the date Williams released the home versions of MK 3. Thousands of AOL subscribers immediately downloaded screens, tips, and top-secret cheats from the GamePro Online File Vault.

Conference Calls

One of the most exciting experiences AOL subscribers can have is a direct discussion with an industry insider. In one recent conference, Williams/Bally/Midway exec Roger Sharpe discussed his company's hottest games. Some highlights:

- Open Ice features big heads, huge heads, fat heads, and tiny heads for players and goaltenders.
- Adam Bomb is in WWF Wrestlemania.
- Scorpion and Kitana are in Ultimate MK 3.
- Multiple views of fatalities are a possibility for a future MK game.

STARTER
TECH
M&M

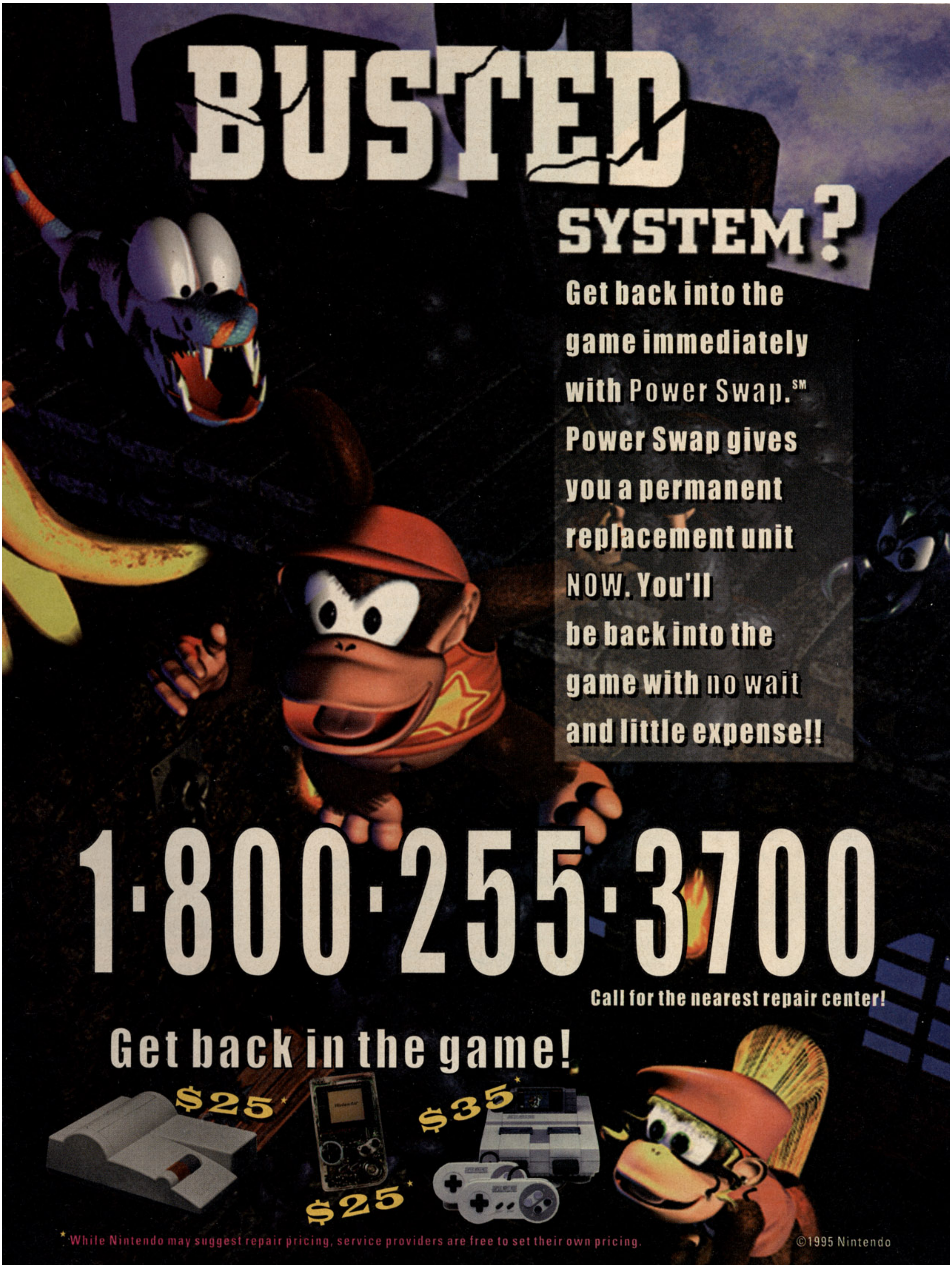
In an exclusive **GamePro Online** *conference, Roger Sharpe revealed some of the secrets of NHL/NHLPA Open Ice: 2 on 2 Challenge.*

Online Options

***Some of the areas you can explore in* GamePro Online:**

- Chat rooms (live conversation)
- Talk with a GamePro editor (every afternoon in the chat room)
- Message boards (posted comments and tips)
- File vault (game-related info, including FAQs)
- Archive (back issues of GamePro)
- Guest conferences (meet the experts)

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@iftw.com



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THE CUTTING EDGE

Sega Vectors In On Better Genesis Programming

Unique Vector Piece Animation rendering breathes life into 16-bit games.

By The Whizz

Even as Sega pumps up the Saturn, it's continuing to push the Genesis development envelope with Vector Piece Animation. VP Animation is a rendered animation programming technique that's designed to create complex, three-dimensional worlds within standard Genesis cart specs. If you've played Vectorman (and anybody who considers themselves a Genesis gamebuster definitely should), you're witness to Vector Piece's 3D handiwork.

Body by Sega

In a nutshell, Vectorman (see ProReview, November '95) is a heroic robot who must morph into a variety of high-tech weapons in order to rid the Earth of a maniacal walking A-bomb. At first glance, the Vectorman character looks fairly simple and unspectacular since he's composed entirely of geometric shapes. Thanks to Vector Piece Animation, though, the 'Man's body is actually 23 individual sprites moving in unison.

Ordinary 16-bit games are created by using animation techniques similar to those used for two-dimensional animated cartoons. Basically, these techniques involve flipping through individually drawn, static cells to create the illusion of motion. In video games, the animation "flips" through sprites, the 2D graphic images we know as video game characters. Vector Piece Animation enables programmers to coordinate the movements of several individual sprites at a time and combine them to create complex onscreen images like Vectorman and his foes.

In order to quickly perform all the mathematical calculations necessary to keep the swarms of sprites in sync, the Vector Piece Animation program uses the 16-bit Genesis CPU to identify locations where sprites will move rather than redraw each individual sprite. This frees up additional memory within the 16-megabit Vectorman cartridge for other gameplaying activities.

Thanks for the Memory

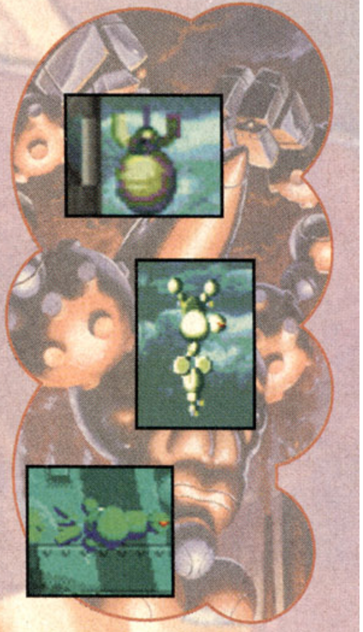
That newfound memory can be put to good use by savvy programmers. Most noticeably, the animation speed can be boosted significantly. For example, Vectorman clocks in some animation at a blistering 60 frames per second! Up to this point, the best that most 16-bit carts could produce was approximately 26 frames per second, close to the frame rate of animated TV cartoons.

Vector Piece carts should be better able to display 3D graphics, and in fact every Vectorman boss character is a unique 3D image. That's all possible because the cart silicon is now free to manage all the mathematical calculations necessary to manipulate all those 3D polygons.

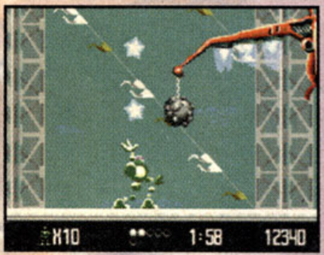
Vector Piece Agreements

VP Animation doesn't bump up Genesis polygon-pushing to Saturn levels, but from now on, 16-bit carts will be able to handle more complex imagery than before.

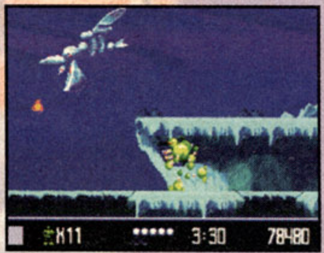
You can bet that Sega won't keep Vector Piece Animation under wraps; however, it may take time for third-party developers to master the new graphics technique. You may have your heart set on a Saturn, but keep an eye on your Genesis. G



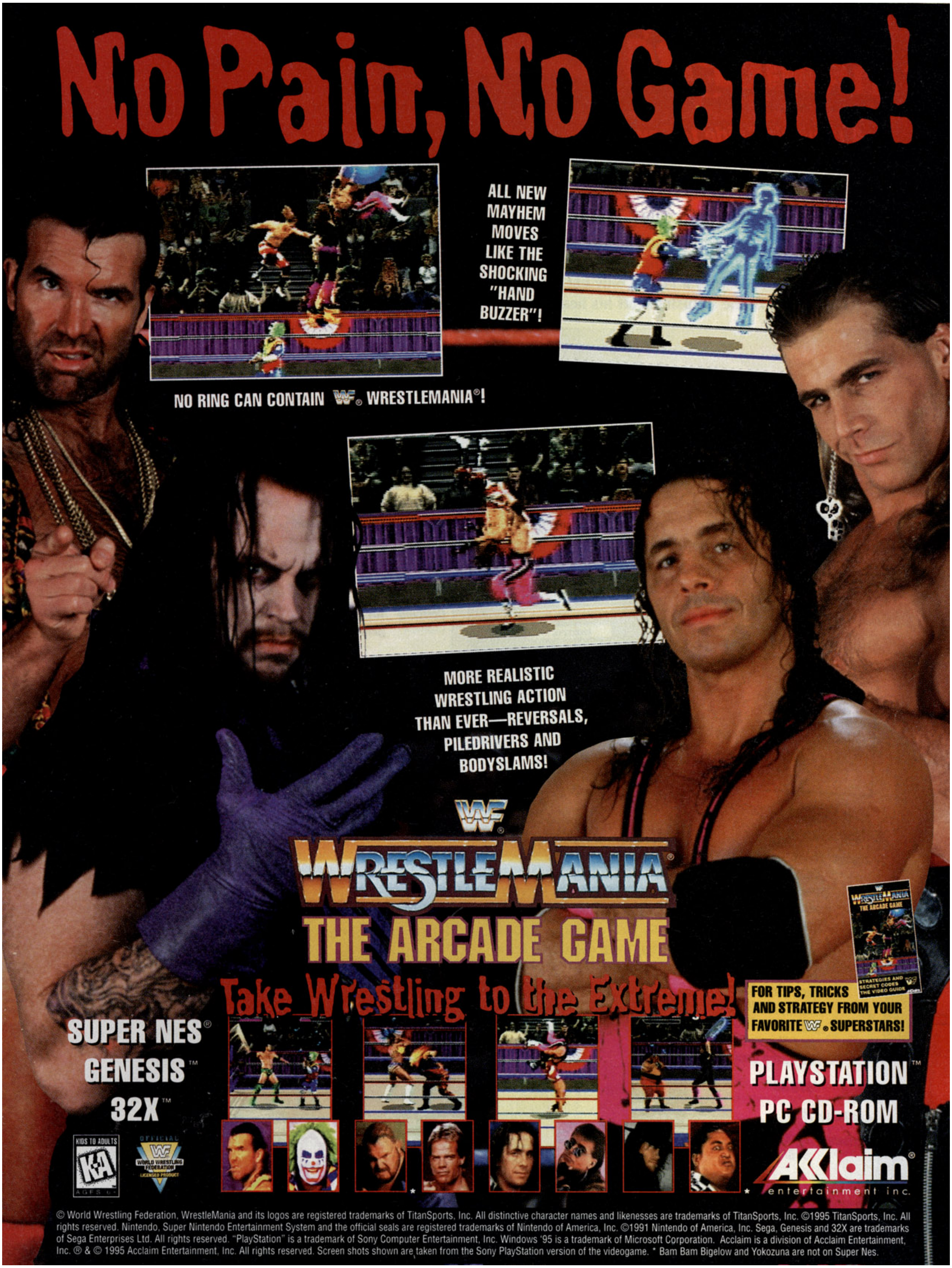
Vectorman can make silky-smooth morphs.



Vector Piece Animation coordinates the movement of Vectorman's 23 individual sprites.



Thanks to Vector Piece Animation, every boss is also a menacing mass of polygons.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GAMEPRO LABS

A Player's Guide to Power Peripherals

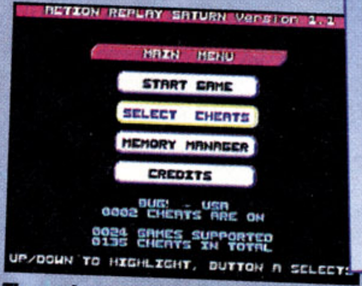
By The Lab Rat

We've been ringing in the New Year, "lab style." It's out with the old and in with the new, so you know we're talking more accessories for 32-bit systems! Now if I could only get the Lab Hamster to take the lampshade off his head....

Pro Action Replay Rings Saturn

Thanks to **Datel Electronics** in the U.K., you can now break the programming barrier on the Saturn with the **Pro Action Replay**. This cart drops into the memory-cartridge slot and actually doubles as a memory cart, among other things. With one meg of Flash RAM, you get five times the added storage capacity of the Saturn, so you can copy saved games to and from the internal memory. It also unlocks your American Saturn to play European and Japanese versions of games.

A PC connector port enables you to connect your Saturn to a PC for use with a soon-to-be-available "Comms Package." The package contains software that helps you find cheats and debug Saturn games.



```
BUG! - USA
0002 CHEATS ARE ON

0024 GAMES SUPPORTED
0135 CHEATS IN TOTAL
UP/DOWN TO HIGHLIGHT, BUTTON A SELECTS
```

The main menu screen of the PAR Saturn with the Select Cheats and Memory Manager options

Unfortunately, this cart won't search for new codes as the 16-bit Pro Action carts did. However, once you have a new code, you won't have to re-enter it every time because a new menu-driven system saves the codes after you initially enter them.

The cart comes with codes for only three American games (Bug!, Robotica, and Virtua Fighter), plus codes for 20 Japanese and European games. Tommo, the U.S. distributor, will have more codes and updated versions of the Pro Action Replay as the info becomes available (see "ProNews" for more details).

While the PAR Saturn's cost is steep at $80, you're getting quite a bit for your money.

Peripheral

Pro Action Replay

System: *Saturn*

Features: *This cart expands your Saturn's memory five times over and enables you to play Japanese and European Saturn games on your American system. Most importantly, it lets you enter cheat codes just like on the 16-bit Game Genies.*

Price: *$79.99*

Available: *Now*

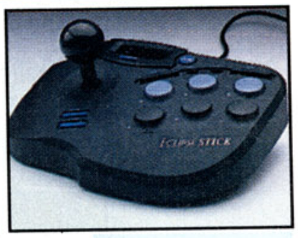
Contact: *Tommo 818/839-8755*

Black Hole Stick

Like the Eclipse Pad before it, **STD**'s **Eclipse Stick** for the Saturn is a joystick that's cheaper than the one being offered by Sega. This lightweight unit is encased in black plastic and has a metal bottom. An LED display enables players to customize slo-mo, autofire, and synchro fire.

One of the first things you'll notice about the Stick is how small it is. Only the hand of an 11-year-old will comfortably rest on the small base supporting this joystick. While the Stick's six buttons don't have a great deal of spring, they're a good size compared to the wafer-thin L and R buttons. If you can live with the small base and tiny shift buttons, though, this Stick isn't a bad deal.

Controller



Eclipse Stick

System: *Saturn*

Features: *Autofire, slo-mo, and synchro fire*

Price: *$39.95*

Available: *Now*

Contact: *Toy and electronic-games stores*

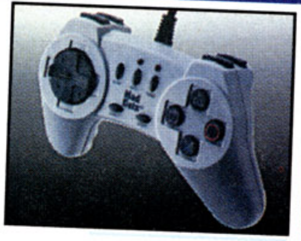
Mad About Mad Catz

The **Advanced Controller** from **Mad Catz** offers Sony players another control-pad alternative. It looks and feels like the stock PlayStation pad with a few differences.

Up front you get added slo-mo, autofire, and turbo-fire options. It has a much nicer rolling directional pad, which is especially helpful for fighters who have a hard time pulling off special moves that incorporate diagonals. On the downside, the buttons aren't the same quality plastic found on the stock pad, but they have good spring.

At $25, this is definitely one of the nicer PlayStation controllers you can get for your money.

Controller



The Advanced Controller

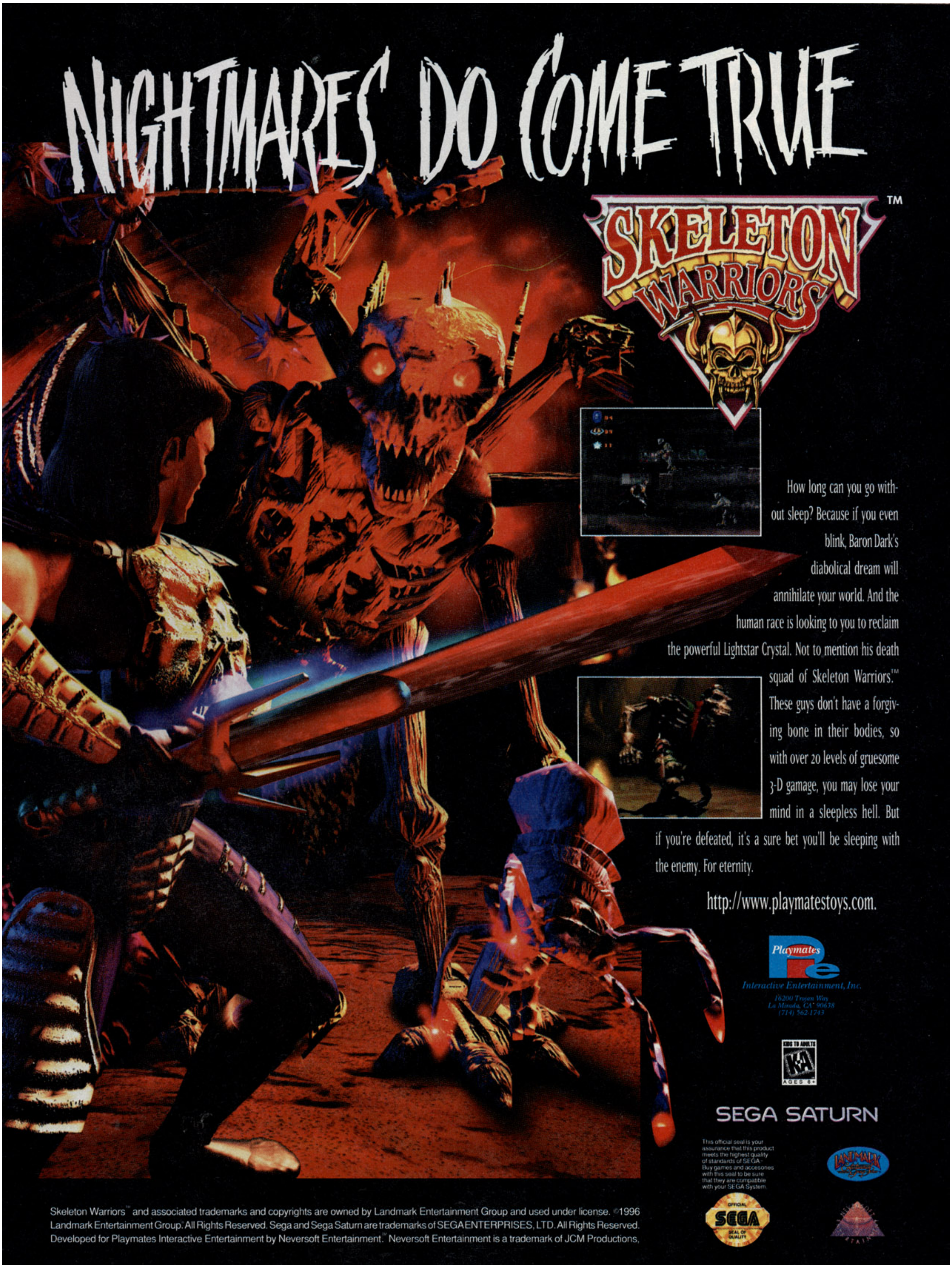
System: *PlayStation*

Features: *Offers slo-mo, autofire, and turbo fire.*

Price: *$24.95*

Available: *Now*

Contact: *Toy and electronic-gaming stores*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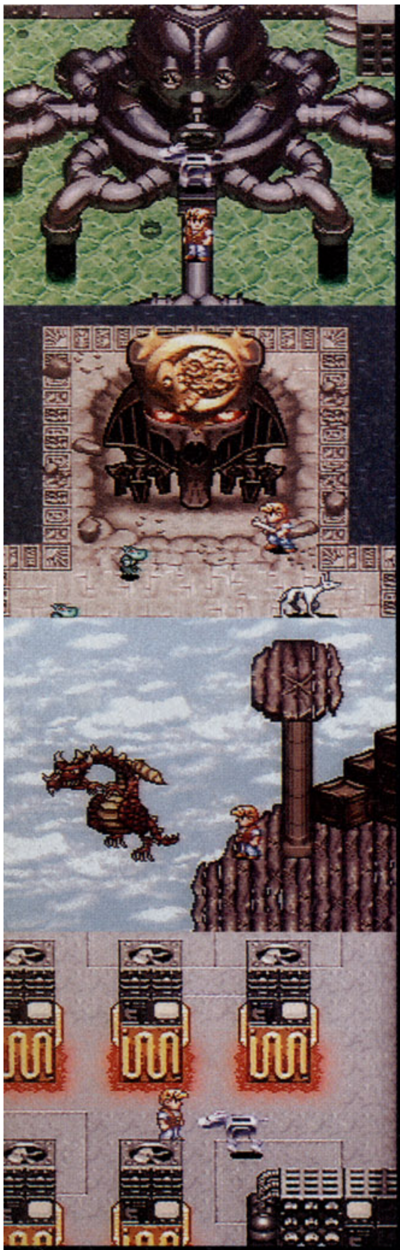

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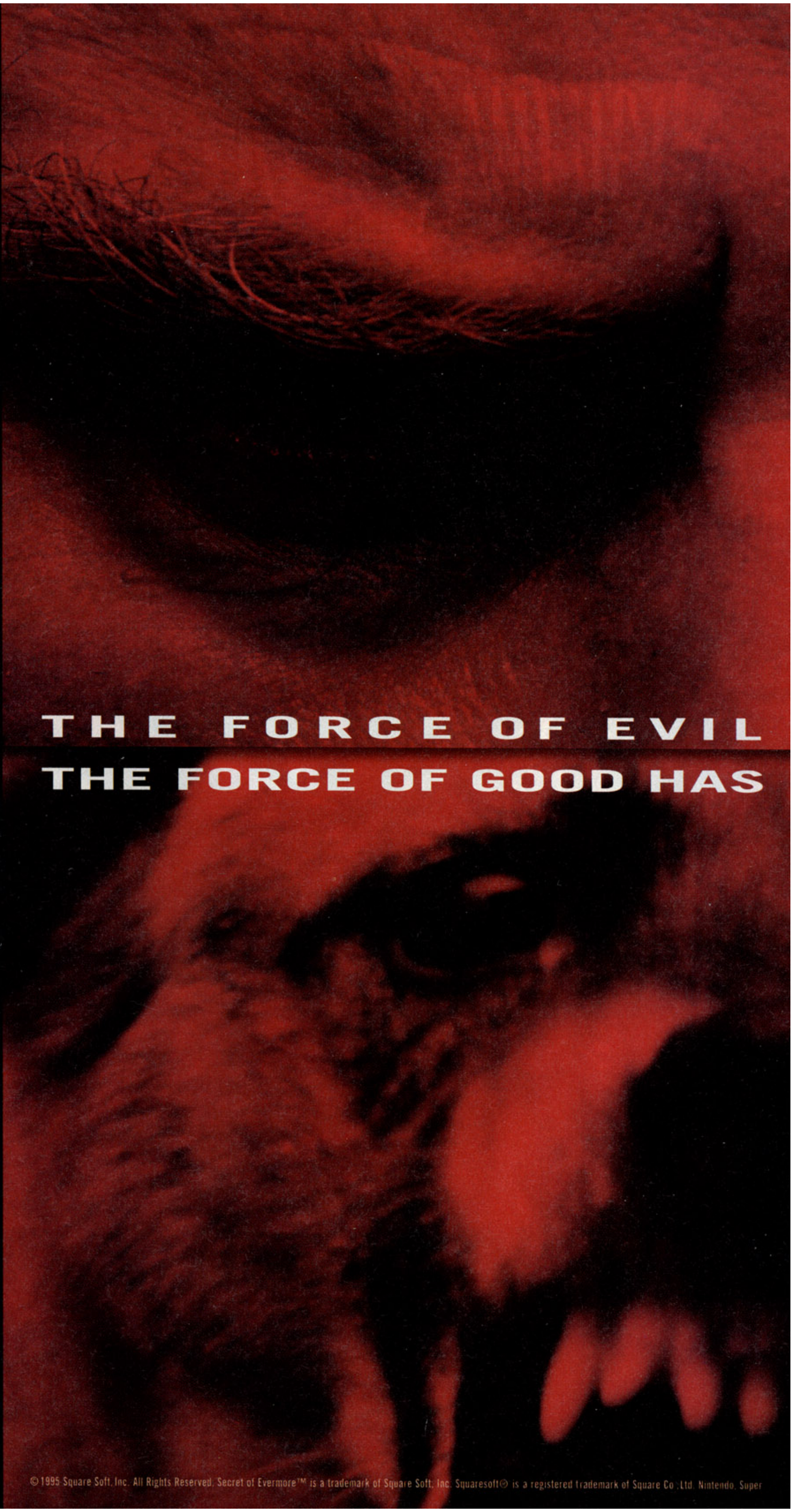
THE FORCE OF EVIL
THE FORCE OF GOOD HAS

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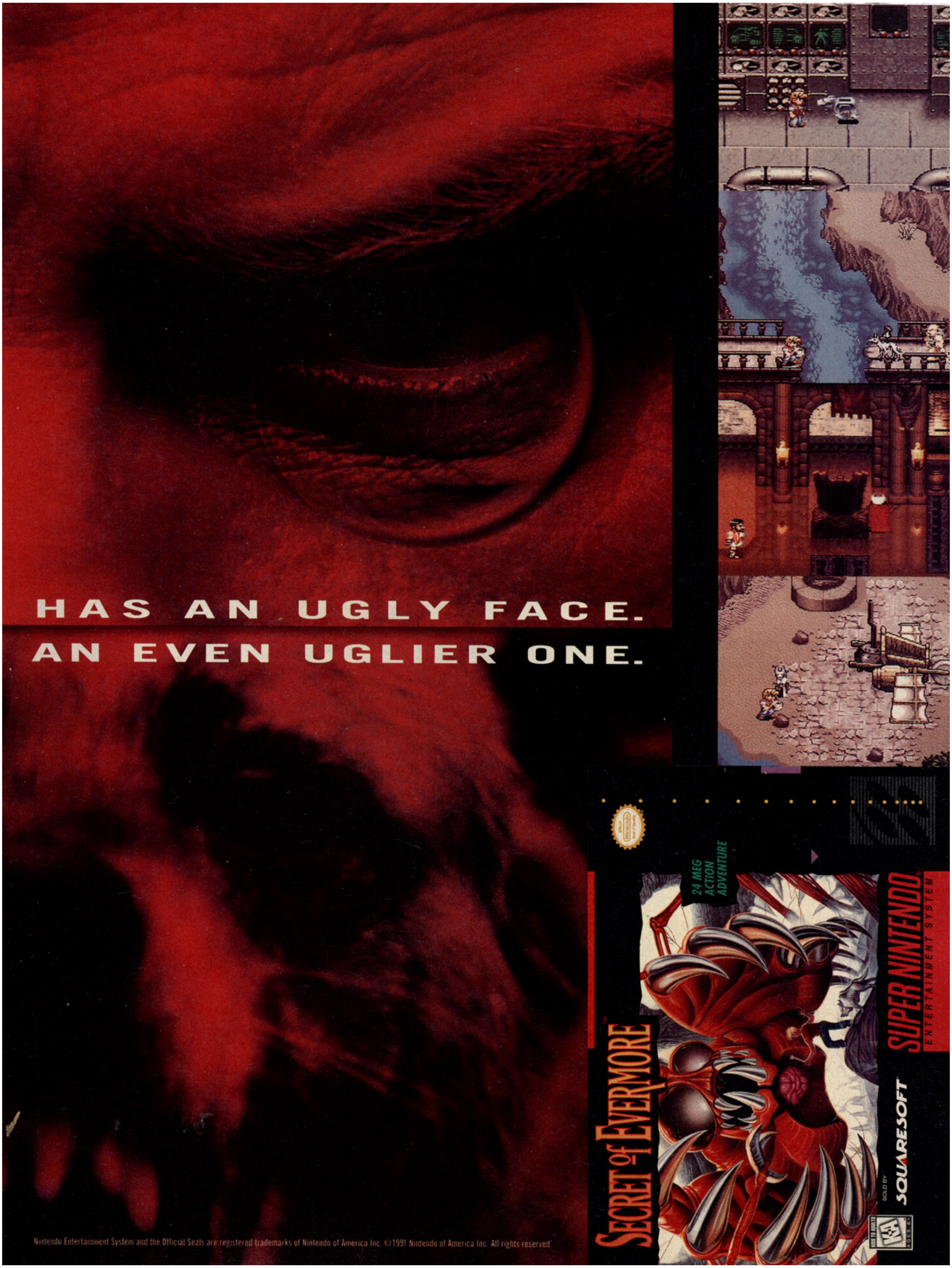
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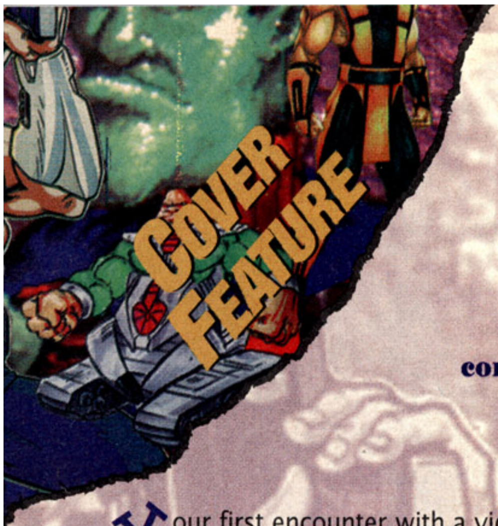

COVER FEATURE

THE GAMEMAKERS:

The Artists

GamePro's ongoing look at the people who make games continues with Mortal Kombat co-creator John Tobias, one of the most famous artists in video game history.

By The Feature Creature and The King Fisher

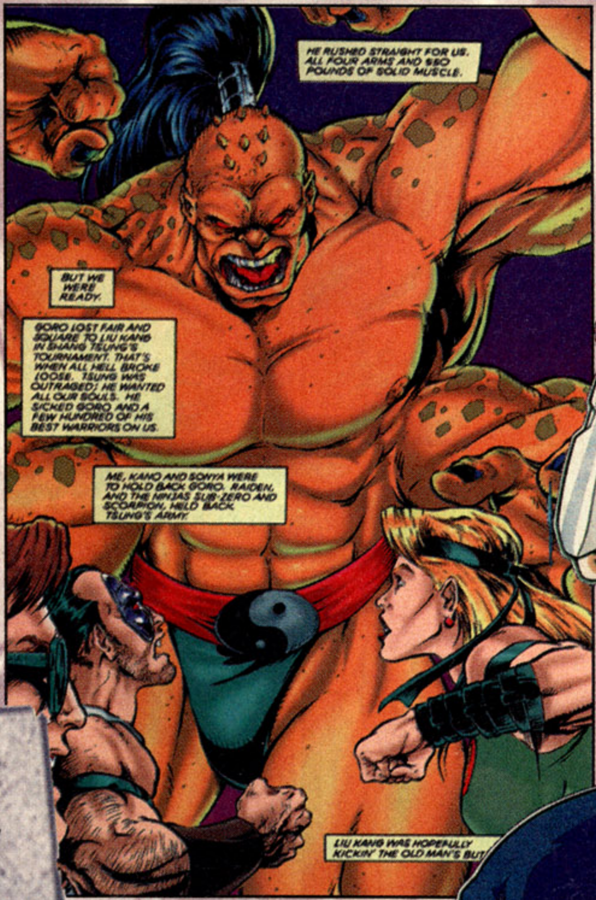
Your first encounter with a video game is usually from a picture in a magazine, an arcade screen, or a TV commercial. Every good game needs a unique and compelling "look" – sort of a visual personality – that sets it apart. That "look" is generated by artists who use pens, paper, and computers to turn imagined scenes into video games. John Tobias, one of the industry's most famous artists and one of the original creators of Mortal Kombat, tells us about his life as a video game artist.

The Background

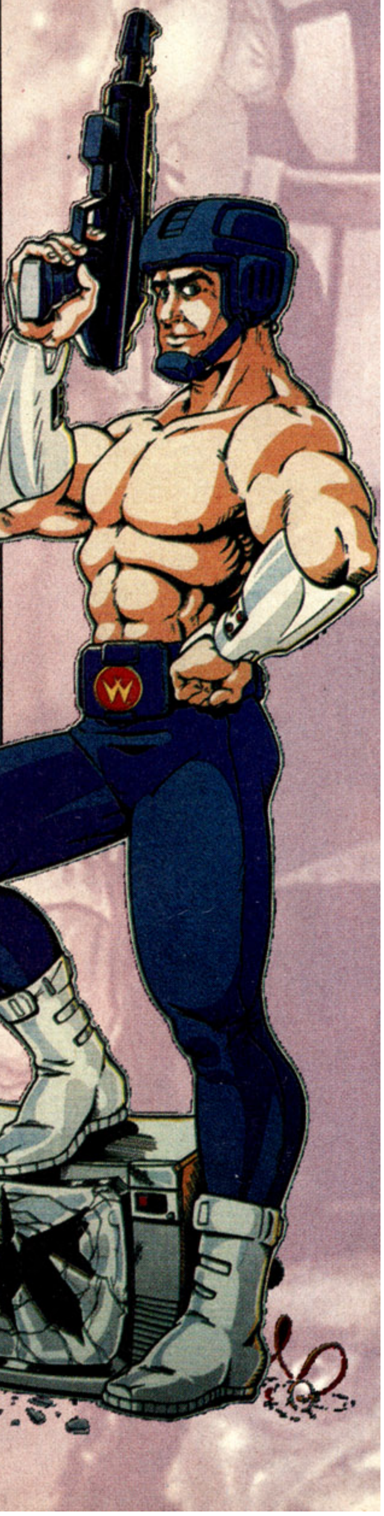
"When I was about seven years old, my dad bought a Pong/racing game. From then on, I was a video game junkie. I played everything I could. I worked at

Artist's Résumé

Name	John Tobias
Company	Williams Bally/Midway
Current job title	Video game designer/artist
Previous games	MK, MK II, MK 3, Total Carnage, Smash T.V.
Last game	Ultimate MK 3
Education	American Academy of Art, Chicago (Illustration major; also studied figure drawing and computer graphics)
Age	25
Mailing address	John Tobias c/o Williams Electronics 3401 N. California Ave. Chicago, IL 60618


HE RUSHED STRAIGHT FOR US. ALL FOUR ARMS AND 550 POUNDS OF SOLID MUSCLE.
BUT WE WERE READY.
GORO LOST FAIR AND SQUARE TO LIU KANG IN SHANG TSUNG'S TOURNAMENT. THAT'S WHEN ALL HELL BROKE LOOSE. TSUNG WAS OUTRAGED; HE WANTED ALL OUR SOULS. HE SICKED GORO AND A FEW HUNDRED OF HIS BEST WARRIORS ON US.
ME, KANO AND SONYA WERE TO HOLD BACK GORO. RAIDEN, AND THE NINJAS SUB-ZERO AND SCORPION, HELD BACK TSUNG'S ARMY.
LIU KANG WAS HOPEFULLY KICKIN' THE OLD MAN'S BUT

A page from the MK II comic book, written and drawn by John. (Copyright 1994 Midway. Reprinted by permission.)



Job Listing: Artist

Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplay-a grocery store carrying bags to earn quarters for the arcade.

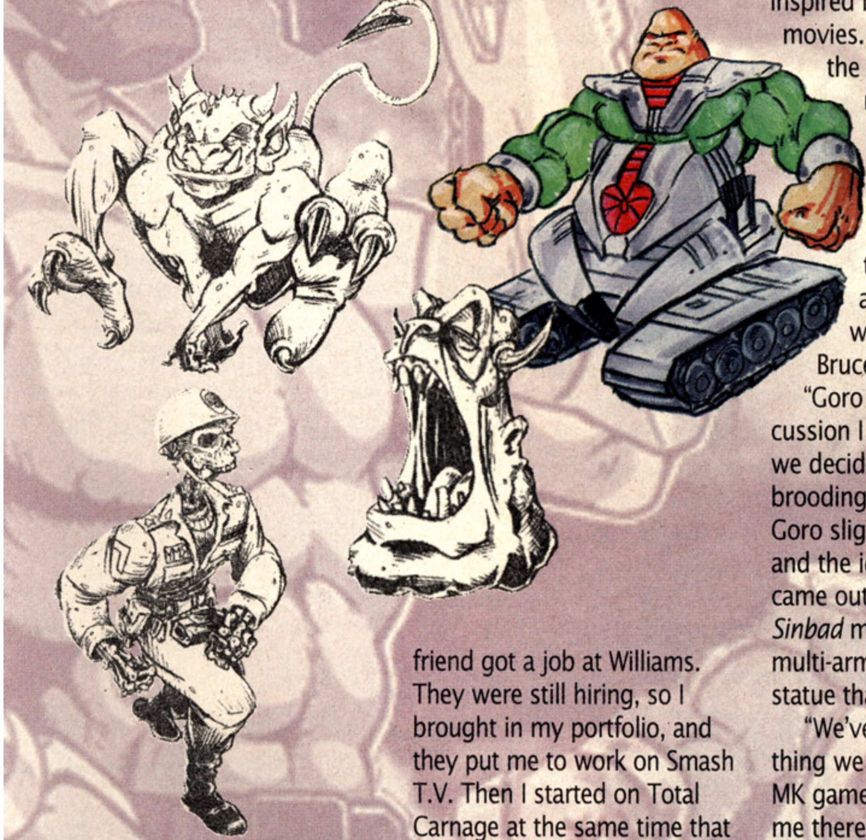
"Meanwhile, I've been drawing for as long as I can remember. Like any five-year-old kid, I was into drawing Superman and Spider-Man. I kept on drawing, even when I lost interest in comic books. I took all the art courses in high school and weekend courses at the Art Institute of Chicago.

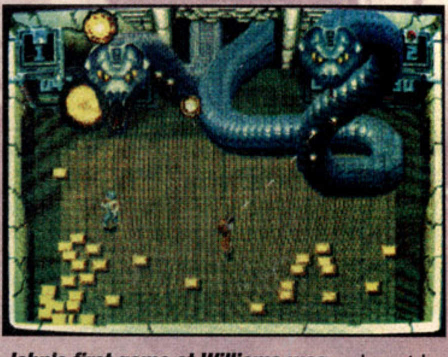
"My first professional art job came when I was a high school senior. I created an album cover for a compilation album of Chicago bands. Shortly after that I went to the American Academy of Art, where I got a job doing art for a company called Now Comics. For almost two years I worked on the comic-book adaption of *The Ghostbusters* cartoon.

"Throughout high school, I was always dabbling in computer graphics. I worked on the Amiga when it first came out, then I got an Apple II. At the Academy I studied a few early 3D-graphics packages.

"My break came when a friend got a job at Williams. They were still hiring, so I brought in my portfolio, and they put me to work on Smash T.V. Then I started on Total Carnage at the same time that Ed Boon was here doing Super High-Impact Football. That's when we started talking about doing a fighting game together."

GameMaker's Gallery





John's first game at Williams was Smash T.V.

Kreating Kombat

"With Mortal Kombat, I basically created the characters, their stories, and the look of the game, and Ed handled the software and the moves. But there was, and still is, a lot of give and take, so the MKs really are true team efforts.

"I began the first MK by drawing rough sketches of each character that would always change as we got deeper into the game. For instance, in the first MK, Sonya's character was actually Jax's character. We wanted a female, so we applied Jax's story to her. It wasn't until MK II that we introduced Jax.

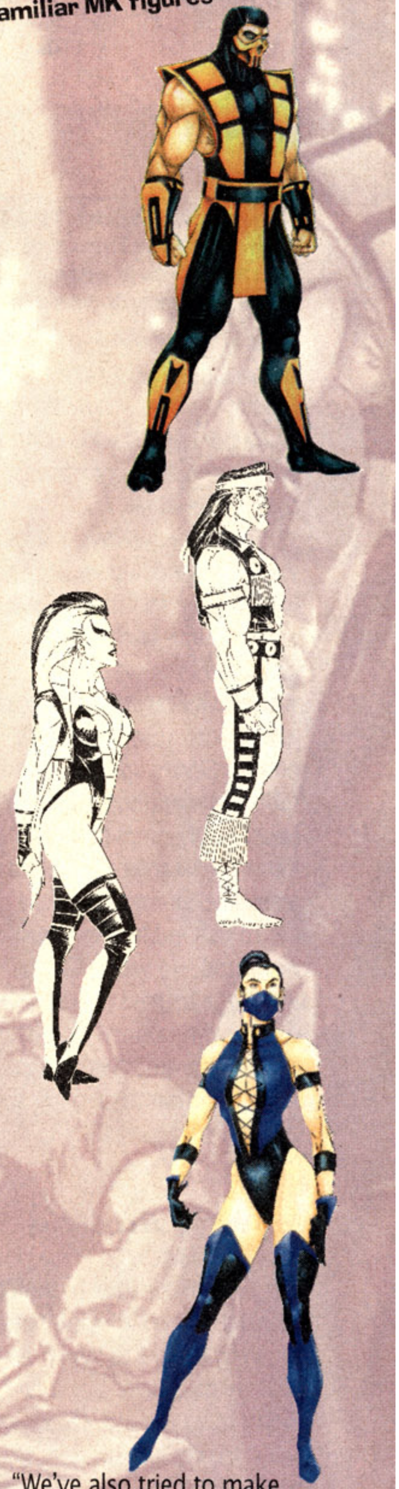
"The original MK was inspired by old martial arts movies. Shang Tsung was the stereotypical old man with long white hair I'd seen in the movies as a kid. Liu Kang was originally going to be a traditional monk – bald and in robes – but he wound up resembling Bruce Lee.

"Goro resulted from a discussion I had with Ed where we decided we wanted a big brooding character. I made Goro slightly Asian-looking, and the idea for his four arms came out of one of the old *Sinbad* movies, which had this multi-armed sword-fighting statue that came to life.

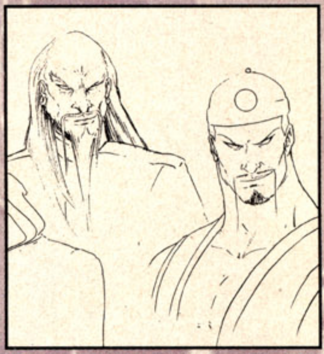
"We've always done everything we can to make each MK game visually sharper. To me there's a huge jump in the quality of the graphics from the first MK to the second. The first game was filmed with a Hi-8 camera, and we were pretty much novices at digitizing the images. But for the second one, we developed our own method of grabbing screens and got the blue-screen techniques down perfectly. Plus we invested in a better camera, which all added up to a better game.

New Looks at Old Friends

John's renditions of familiar MK figures



"We've also tried to make the MK games different from each other. We had more time on MK II to spend on each character, time we didn't have in the first MK, which was done in six to eight months. For MK II we could retouch each char-



John's original sketches for MK II show how Shang Tsung evolved from an old man to a young fighter to a demonic creature.

acter pixel by pixel to add detail and muscle enhancements. We also made MK II's characters and backgrounds darker and more ominous than those in MK I.

"There are always things we wish we could've added. In MK II, we still didn't have enough time to do all the characters the way we wanted. Kintaro ended up as just a Goro spinoff. I based him on Goro's species, adding different markings, but I was never really pleased with the Kintaro character. There was another character we were going to use in MK 3 but we never did. He was going to be this huge brutish character with a war hammer. We used the war hammer with Shao Khan, but that's not what we originally intended."

The Job

"For me, the work changes over the months as we're working on a game. In the beginning, there's a lot of hand drawing as I try to interpret visually the game ideas that are floating around. Drawing skills are really important at this point. If you have drawing skills, you have an edge over artists who are really good with a computer but who can't put things down on paper.

"Then I'm on the set helping with the filming, setting up the lights, and working with Ed and the guys to get the image we want on film. Later I work only at the computer. So I have to have three different sets of skills: one set for drawing, one for the filming, and one for the computer.

"The hours are manageable at the beginning of a project, but as the game clarifies, the hours start to add up. We all try to pace ourselves, but things don't always work the way we want, so we end up throwing out some ideas and starting over.

"That's why we sometimes end up working 24 hours straight. An example of this happened with MK 3: I remember that we made a lot of late changes to Shang Tsung's look. I was still doing preliminary character sketches in the last few months of that game."

> **"We made a lot of late changes to Shang Tsung's look in MK 3."**
>
> **- John Tobias**
> **MK 3 Artist and Co-creator**

The Advice

"I considered going to a traditional university like the University of Illinois–Chicago, but if you spend your time studying other subjects besides art, they won't help your drawing skills. I think it's important to keep focused on your drawing. Draw everything to continually hone your skills. And study other artists to maintain a wide range of influences. Study figure drawing – you don't become truly proficient as a comic book or video game artist until you can accurately draw figures in life.

"I never knew I wanted to work in the video game field until the graphics got good. My original goal was to be an illustrator and get into comic books. Fortunately, I had the computer training that allowed me to grab the opportunity when it came around.

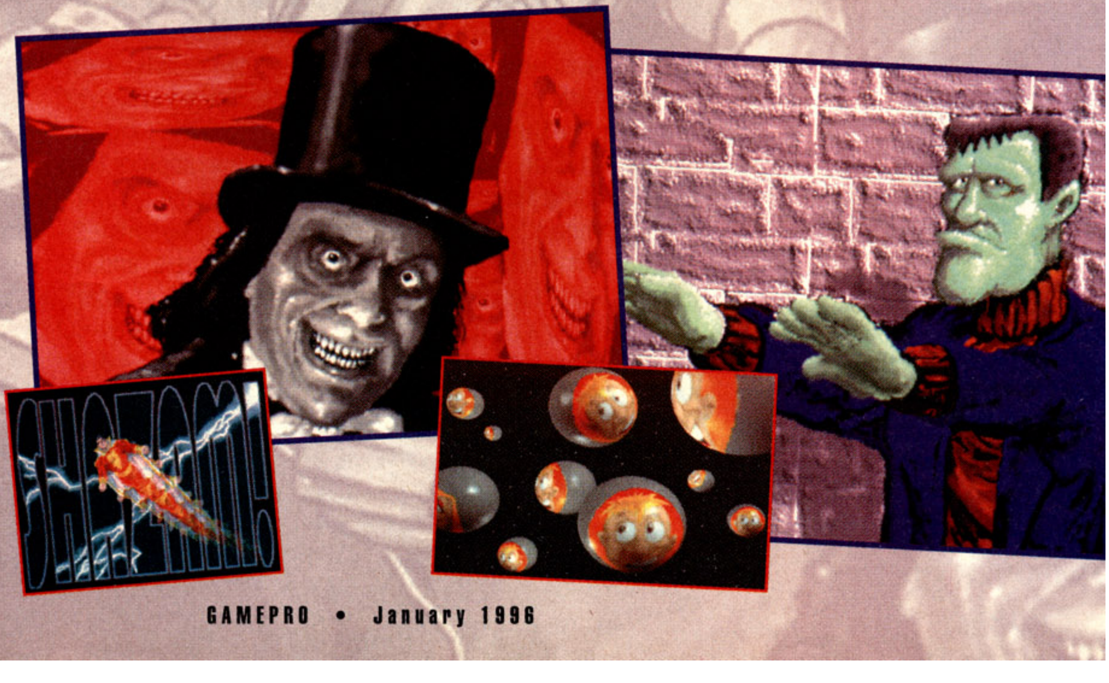
"So to work in video games, you need to go to a school that has the latest equipment and can teach the latest computer graphics. If I walked in the door now to get hired, and I had only the computer skills I had back when I came out of school, I don't think I'd get the job today. Most of the computer skills I know now I've learned on the job. Young artists should make sure they can work with most of the computer-graphics packages that are available.

"Everybody always wants to have a résumé full of work experience but I think your art portfolio is more important. We hire a lot of artists right out of college with almost no work experience because their portfolios say everything about them. When you see a tape of the computer work they've done, and a collection of their hand-drawn illustrations, you know what that person can do.

"It's probably not vital to be a great gamer. We've hired artists who don't play video games, though it's a plus if you already know what video games are out there. I still think it's way more important to just draw. Draw as much as you can and keep yourself open to a wide variety of artistic influences." G

Computer Creations

Samples of the computer art John created when he was in high school



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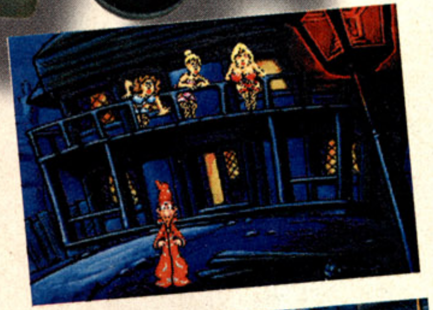

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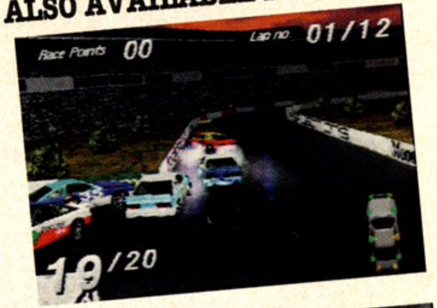

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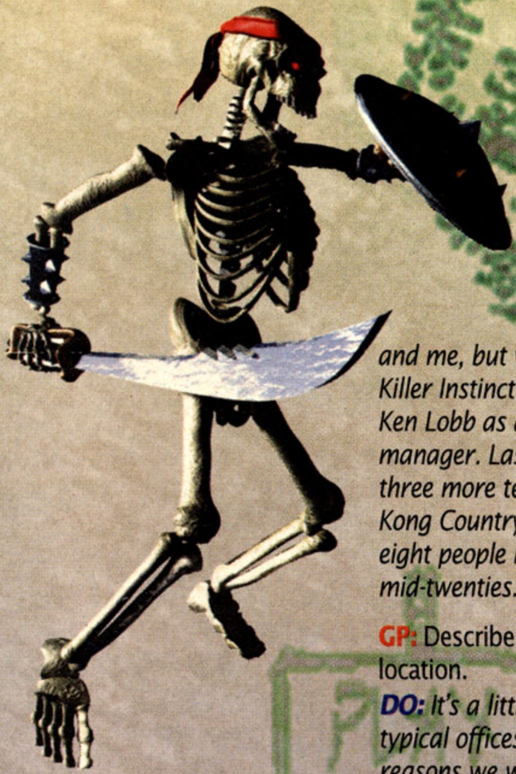
SPECIAL FEATURE

Up in the

GamePro gets the first look inside Nintendo's

By The Feature Creature

What do Donkey Kong Country, Killer Instinct, and Donkey Kong Country 2 have in common? These blockbuster SNES games were all created under the auspices of the Treehouse, Nintendo's fabled think tank in Redmond, Washington. There, a select team helps create some of Nintendo's biggest games. In this exclusive interview, Project Manager Dan Owsen discusses for the first time the inner workings of the Treehouse.



Treehouse Roots

GamePro: How did the Treehouse begin?

Dan Owsen: *It started about two years ago when Tony Harman, who's now the product acquisition and development director, was told to find outside developers for Nintendo.*

At that time we were still supporting the NES, the Game Boy, and the SNES, plus we were starting to work on Virtual Boy and Ultra 64 games. It was too much for our in-house developers, so we went outside to recruit great developers like Rare to make Nintendo games.

Tony and I started the Treehouse as a support group for those developers. We'd get them materials, test games, make lots of suggestions, and offer marketing ideas.

GP: Where did the name Treehouse come from?

DO: *Someone came up with it while we were working on Donkey Kong Country. Maybe they thought we were a bunch of apes monkeying around.*

GP: How many people were on the original Treehouse team?

DO: *It started with just Tony and me, but we soon began Killer Instinct and brought in Ken Lobb as a development manager. Last year we added three more testers for Donkey Kong Country. We have about eight people now, all in their mid-twenties.*

Dan Owsen in his Treehouse office

GP: Describe the Treehouse location.

DO: *It's a little different from typical offices. For security reasons we work in an enclosed area that requires a special access badge. Not many people have ever been inside. It's decorated with lots of displays, pictures, and awards.*

Dan Owsen and Ken Lobb stand outside Nintendo's building in Redmond, Washington.

Living in the Treehouse

GP: What's the Treehouse's current role?

DO: *Our ongoing mission is to find the best developers in the world to help us create Nintendo games, and to work as a liaison between those developers and Nintendo. To that end, we look at a lot of games, and we meet a lot of developers.*

There are two types of game developers: Some work well on their own, while others are good at working from a publisher's specs. We've made a point of finding developers who can originate ideas and

Treehouse

think tank for hot new games.

bring them to us. We like developers who don't need a lot of help, people who are great working independently.

GP: What's your role as project manager?

DO: *Management. For example, I manage a lot of what Rare does, checking what they're doing, helping with ideas and testing, keeping them on track, and approving everything they create.*

GP: Explain how the Treehouse steers a game's course.

DO: *Ken Lobb contributed lots of ideas to Killer Instinct, because he's a real fighting-game freak. He worked closely with the design team, providing lots of suggestions, for example, about the combo system. For Donkey Kong Country, we helped Rare all along the way with lots of the testing and by contributing ideas about what Donkey Kong could do at different points in the game.*

Ken Lobb with reminders of Killer Instinct in his Treehouse office

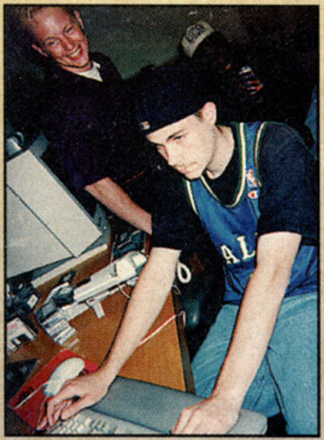
Monkey Business

GP: What lessons did you learn from DKC that you applied to DKC 2?

DO: *Many of the lessons were on the technical side. Rare obviously learned a lot doing DKC's graphics, and they used that knowledge in DKC 2.*

DKC taught us that gamers want more challenge. We wanted DKC to appeal to a wide audience, so we toned down the difficulty to make the game accessible. Expert players told us that the game was too easy, so we've upped the challenge in DKC 2 by adding more to do and different kinds of gameplay. For instance, in one place, instead of running and jumping, you have to steer your characters through this wind tunnel.

We also have some charac-



That's Henry Sterchi at the controls with Joe Bayne behind him. Henry and Joe are two of the Treehouse's game testers.

Dan Owsen shuffles Killer Instinct cards in his Treehouse office.

Life in the Treehouse: testing, testing, testing

Tony Harman, product acquisition and development director *ters who add new abilities. Dixie, for instance, can spin her ponytail and float. One main character can pick up the other and throw them, and the interaction between Diddy and Dixie leads to different gameplay possibilities.*

GP: What are some of the cool details that gamers might not notice the first time through?

DO: *There are subtle differences between Diddy and Dixie. The main differences will be obvious, as when Dixie flies, or the different ways they pick up barrels. But you won't discover the smaller details about them until you've played the game a while. At certain points, you'll realize it's better to use a specific character, so Diddy and Dixie operate like a tag team.*

GP: What are you proudest of in DKC 2?

DO: *DKC blew away everyone with its graphics, so our challenge was to top that. Rare improved the graphics and the details, so there's a much wider variety of characters.*

Special effects help make DKC 2 a great game. For example, in one level you're on a partially sunken ship, and as you swim through it the water levels raise and lower to take you to new areas. That level also has some impressive 3D effects in the background, and the rainy levels look great.

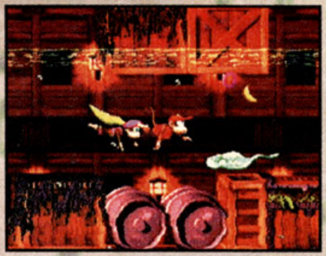
Treehouse Tomorrow

GP: So what's in the future after DKC 2?

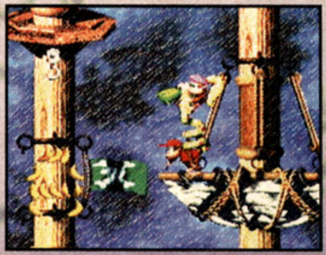
DO: *DKC 3? (laughs) We're working with Rare on some cool-looking Ultra 64 titles. With the processing power of the Ultra 64, we'll be able to do more with 3D and real-time graphics. The texture mapping will look better in some cases than what you see in PC games because the memory storage on silicon cartridges is so much faster.*

The Ultra 64 is really fast and fluid, and I've been impressed with what I've seen of the games so far. Our focus is still going to be to make fun games that are entertaining to play.

It's hard to know what the guys at Rare are going to come up with, given all this processing power. There are some things that game designers have always wanted to do, and they'll finally be able to do them on the Ultra 64. **G**



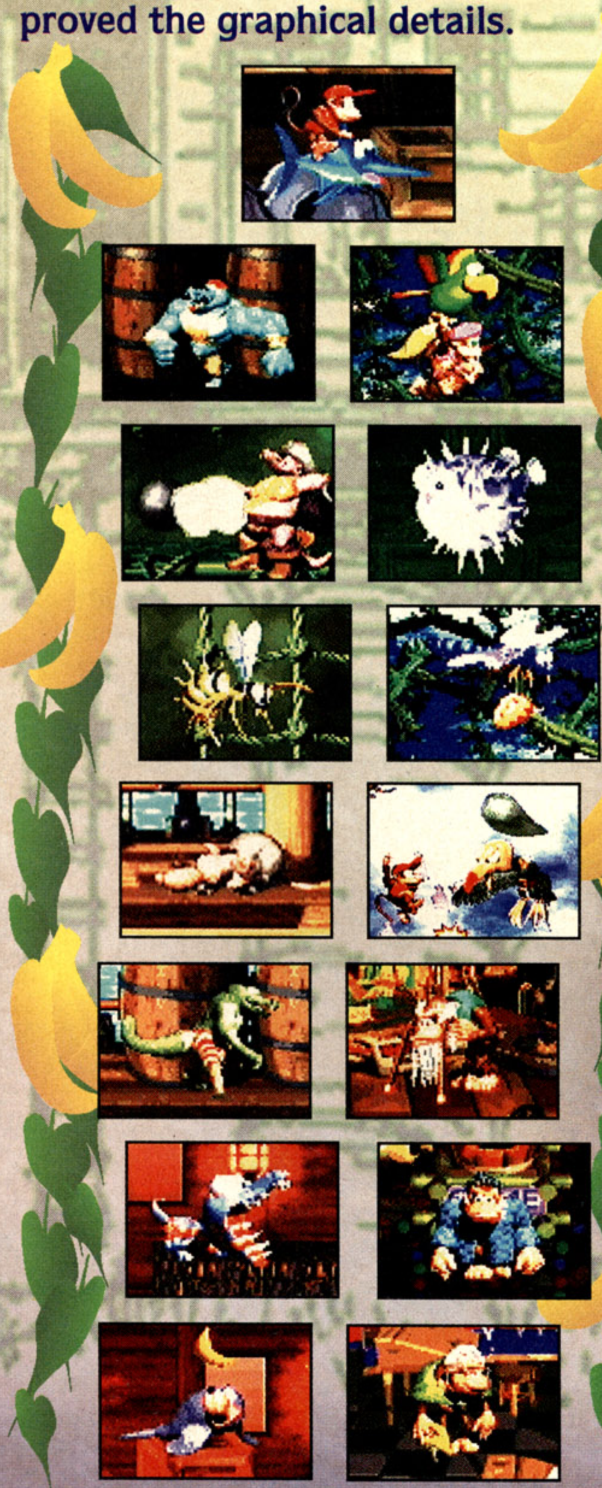
Changes in the water level enable DKC 2 swimmers to move to different areas inside the sunken ship.



Storm at sea

DKC 2's Cast of Characters

Rare has created a variety of unusual characters for DKC 2, and they've improved the graphical details.



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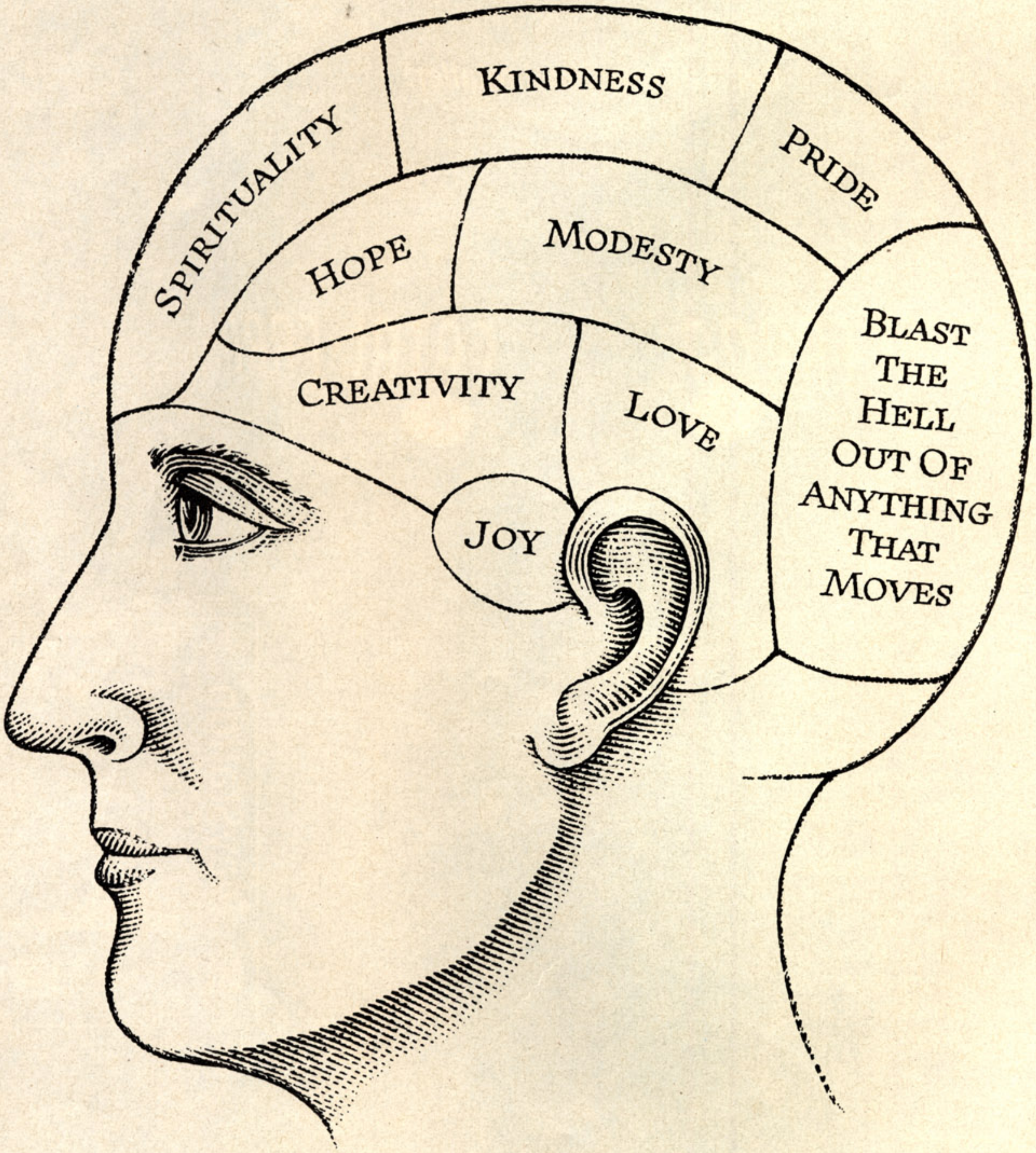
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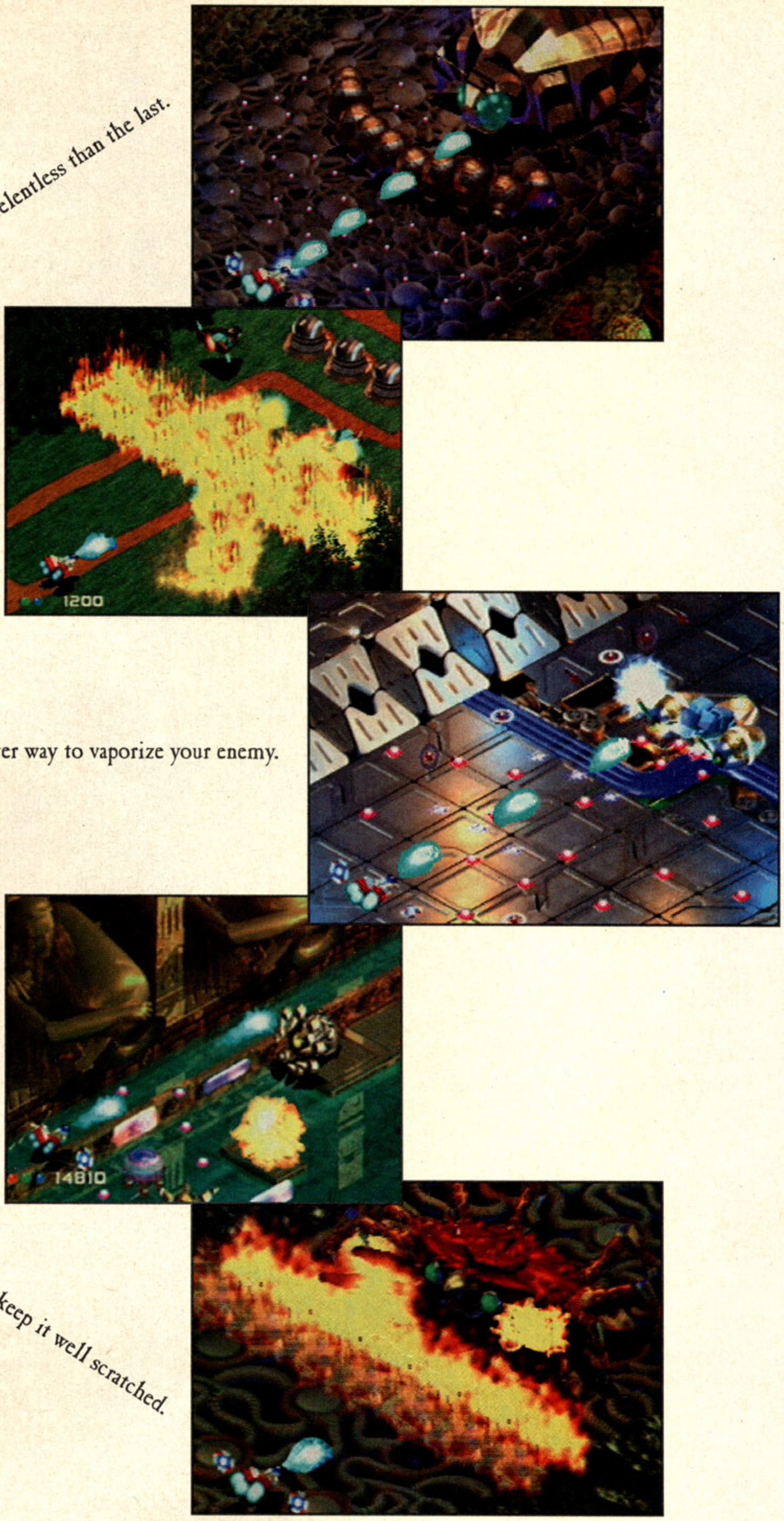

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SPECIAL FEATURE

Home with the Away Team

Meet Sega's Away Team, the elite group of developers creating games for the Saturn.

By The Feature Creature

Some of the Away Team in front of their colorful wall of graffiti. That's Lori Von Rueden on Steve Apour's shoulders. To the right are Eric Rawlins, Chris Cutliffe, Dante Anderson, and Erik Wahlberg.

What is Sega planning for the Saturn? To find out, *GamePro* went straight to the source. Based in Redwood City, California, Sega's Away Team is a group of game developers who work exclusively on Saturn games. Here's an insider's look at the team and their Saturn plans.

Saturn Games: Make It So

GamePro: How was the Away Team formed?

Lori Von Rueden, product manager: *The Team began in 1993 when it was assigned to work on the upcoming Saturn. Originally we began as a quickly moving "tiger team" designed to get some games ready immediately for the Saturn's May '95 launch.*

Erik Wahlberg, assistant producer: *The first things we worked on were Bug!, Black Fire, Ghen War, NHL Hockey, and another game that was later dropped. The core group grew into the Away Team, which now includes Saturn people from other departments.*

GP: Where does the name "Away Team" come from?

Eric Rawlins, assistant producer: *We needed to identify this Saturn group somehow, so we came up with about 20 names, most of which are unprintable. The name has a* Star Trek *reference, and it's appropriate because somebody is always "away" in London or somewhere helping with the lineup of international products.*

GP: How many people are on the Away Team?

Erik: *It changes constantly, but there's a core group of about seven. We all work on several Saturn games at a time, everything from shooters to RPGs to sports games.*

Group Dynamics

GP: What was the Away Team's original mission?

Steve Apour, senior producer: *Our mission was to make cutting-edge products for the Saturn. We wanted to be ahead of everybody else.*

GP: How did you plan on doing that?

Steve Payne, vice president of product development: *First, we made sure this group was totally focused on the Saturn and wasn't pulled off into other projects. Also, we built the team with talented people who were young enough to have more in common with our customers and would know what they wanted. If they'd been the typical older programmers, you'd be seeing a lot of PC ports now instead of the fresh titles we've created.*

GP: How does the Team work, individually or as a group?

Steve A.: *We really are a team. We help each other out, we give feedback on all the projects, and we brainstorm constantly. When somebody comes up with a great idea, we all look around and say "Yeah!" It's a very democratic way of working.*

For example, with Bug! our goal was to come up with something fresh that looked like a real animated movie. We sat around brainstorming ideas for the main character, and we came up with about 30 creatures, everything from an amoeba to a penguin. Bug! was almost about Coolie the Penguin.

Once we were working on Bug!, we'd meet twice a week to talk about gameplay, just to plow through it and decide what the system could do. Some ideas we weren't able to include, such as the "wait animation" where Bug was going to leap up and come down right in your face.

The Away Team's home is inside Sega's shoreline headquarters in Redwood City, California.

Coming to America

Erik: *Besides creating the games, the Away Team also helps shape the way they're advertised. We know the products better than anyone, so it makes sense for us to participate in the way they're presented. For instance, our new RPG, Mystaria, is a very dynamic game with exciting graphics, but the screen shots shown on the original box weren't very good, so we decided to produce better shots.*

Mystaria

Lori: *One of the cool things about the original team was that marketing and product development were meeting together all the time. We were involved in planning the games and how they would be marketed. When we had to bring over Japanese games for the American market, such as Virtua Fighter and Panzer Dragoon, we decided how to change them for their American release.*

GP: What kind of changes did you make?

Chris Cutliffe, assistant producer: *One example is our Christmas baseball title. In Japan it's called Greatest Nine, but here it's World Series Baseball. We added American stadiums and players, which actually was pretty fun because of course we had to check out all the stadiums. We also added some rowdy announcers that are really cool.*

Eric: *Another example is Mystaria. We made the dialogue more sophisticated for American audiences.*

Dante Anderson, producer: *With Clockwork Knight, we made the game tougher. For some reason, Japanese audiences like to beat their games very quickly, but Americans want more challenge, and Europeans like the games tougher still. There are lots of ways to make a game more difficult – you can eliminate continues, lower the number of lives, or make bosses harder to kill.*

Future Games

GP: What new titles are coming soon?

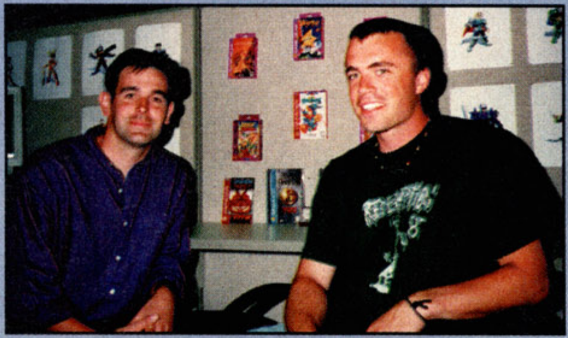
Michael Meischeid, producer: *Our sports guys have NBA Live coming. We'll have a "basketball camp" so you can practice your shots, and instead of hockey's "puck cam," we'll have a "ball cam" so you can see the action from the ball's perspective. Live should have the most 3D graphics of any title out there. If you played our NHL Hockey, you'll be instantly familiar with the basketball game. Some things are new, but there's continuity between the titles so you can play them right away.*

Steve A.: *Congo will be cool. It's got the grey apes that come right up to you and smash your head. You get a variety of looks in the game, and it's one of the first with dense jungle foliage as the background. The graphics and sounds are going to be great.*

Congo

Eric Rawlins, assistant producer

Steve Apour, senior producer



Assistant producers Erik Wahlberg and Greg Becksted

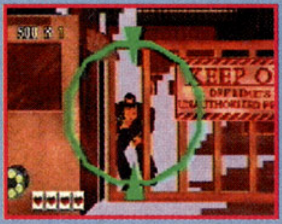
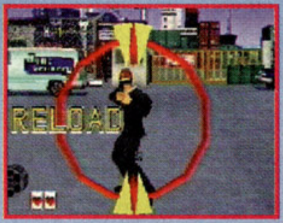
Dante Anderson, producer

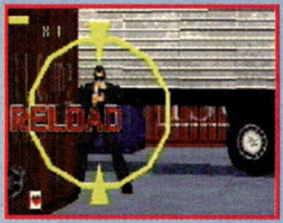
Lori: *Virtua Cop is also coming. It'll ship with the Stunner, a great arcade gun.*

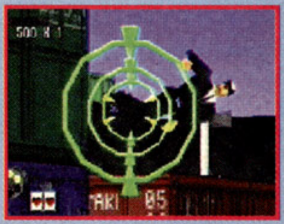
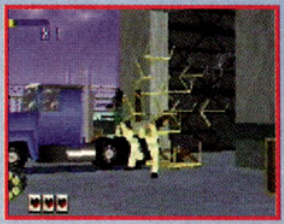
Erik: *Mystaria will be the Saturn's first RPG. It's gigantic with more than 60 rendered characters, 150 fantastic moves, 6 different viewpoints, and everything's 3D. There are 600 pages of text.*

Eric: *Black Fire will be a good military shooting game. You fly into fully rendered 360-degree terrains, so you can go anywhere you want and shoot anything you see. There are about 21 levels, and everything's sort of modeled after the Comanche series. We won't need to make this one any tougher for the European market because it's already pretty difficult.*

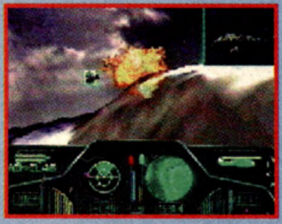
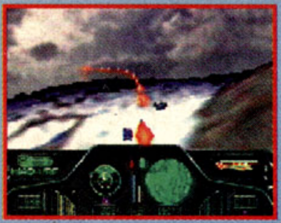
Virtua Cop



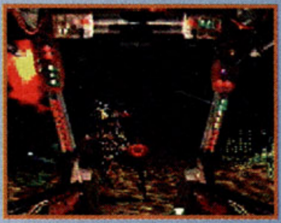
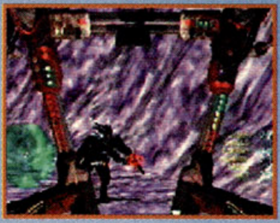
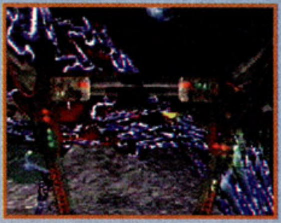



Black Fire

Steve A.: *Ghen War is our mech game. You're in a mechanized suit 100 years in the future. Aliens have taken over the solar system, so you have to go planet to planet to eliminate them. It's a fully rendered 3D universe: You can jump over and under objects, you can go all the way around things, and we place lots of objects onscreen simultaneously. It's a fast-paced game that'll feel very different. Some levels are in narrow corridors like Doom, other levels put you outside on these weird landscapes, and there are recognizable cityscapes, such as Sydney, Australia. It also has about 20 minutes of full-motion video.*

Ghen War

Dante: *Clockwork Knight 2 will be like the original game, but we've improved the use of technology and textures so the game looks even better. It has more three-dimensionality, too, so the gameplay will be a little different.*

Tim Dunley, team leader: *Because of the great success of Bug!, we've been able to spec out our plans for Bug 2, which we're hoping to have ready for Christmas '96. The guys who did the first game are rolling right into the sequel, and they're working on great new gameplay dynamics. We're going to introduce some important new characters while maintaining the same tongue-in-cheek humor that was in the first game. The Coolie the Penguin character Steve mentioned may appear as a hidden character. There may also be some more Sonic characters.*

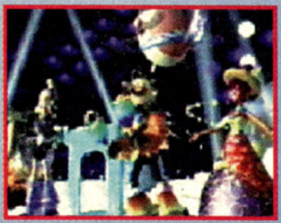
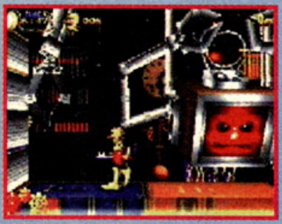
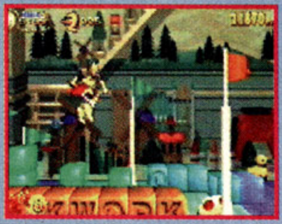
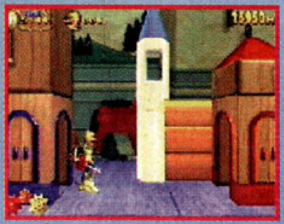
Distant Future

GP: What do you know about the Saturn now that you didn't know two years ago?

Steve P.: *More and more we're learning what the Saturn is capable of. From working on new games, we've figured out how to push more polygons and get double the frame rate, so our future games will be more impressive than our first games.*

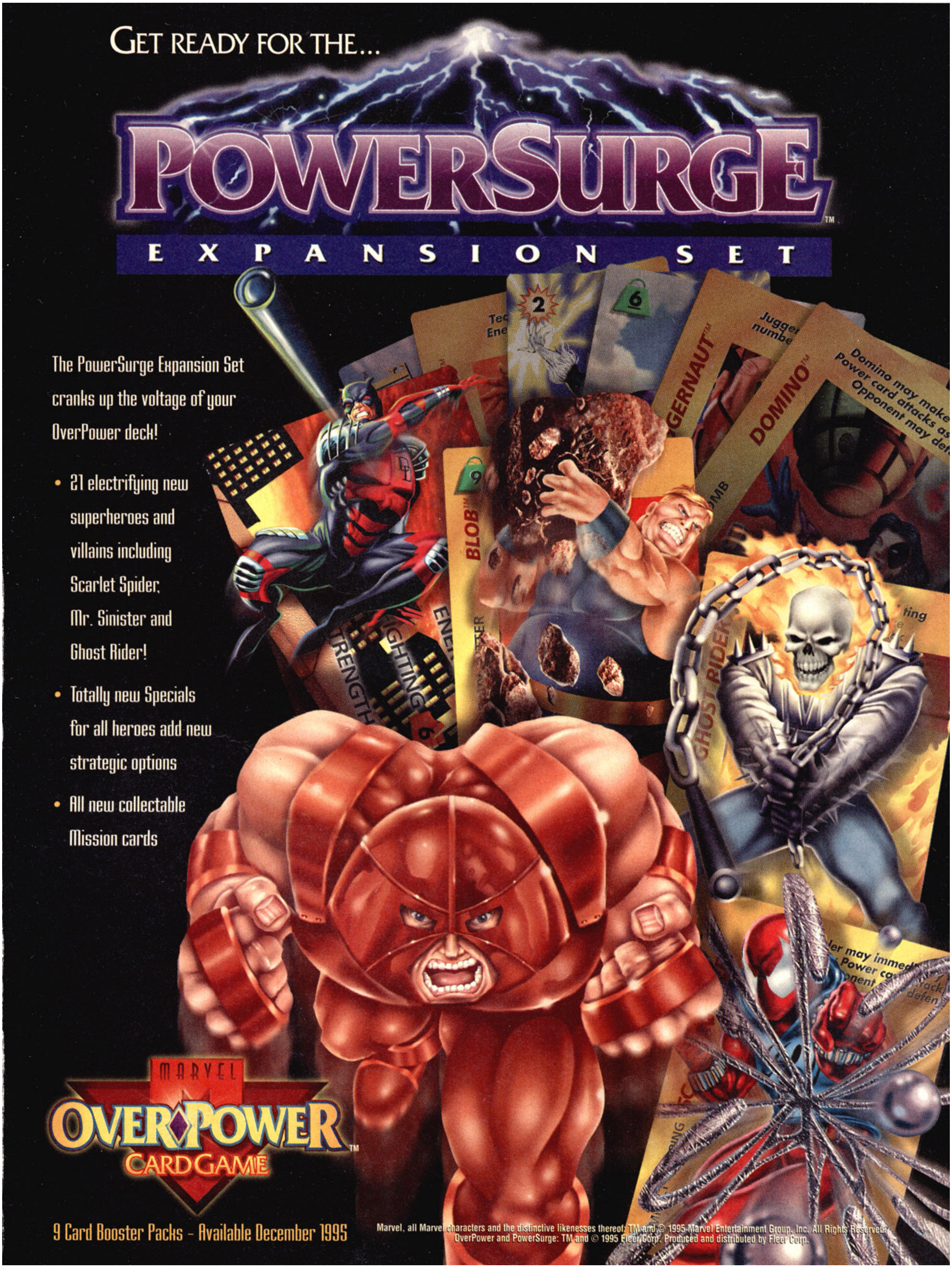
Tim: *As we enter the third and fourth wave of Saturn software, we're really beginning to exploit what the machine can do. We're working with bigger characters, a much higher resolution, and much deeper color palettes.*

Clockwork Knight 2

GP: Any other surprises from the Away Team?

Erik: *We're also working on some games for true 3D helmets. The headgear being planned will enable you to look out through a player's eyes in a baseball game, and as you turn your head you'll look anywhere around you. You'll really feel like you're Steve Young throwing a football, rather than just watching a 3D object being thrown across a screen. We haven't perfected it yet, but maybe by Christmas '96 you'll see something that's ready and affordable. The future's looking awesome!*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OVERPOWER™
CARD GAME
BLOB™
GHOST RIDER
DOMINO™
Domino may make Power card attacks as Opponent may def

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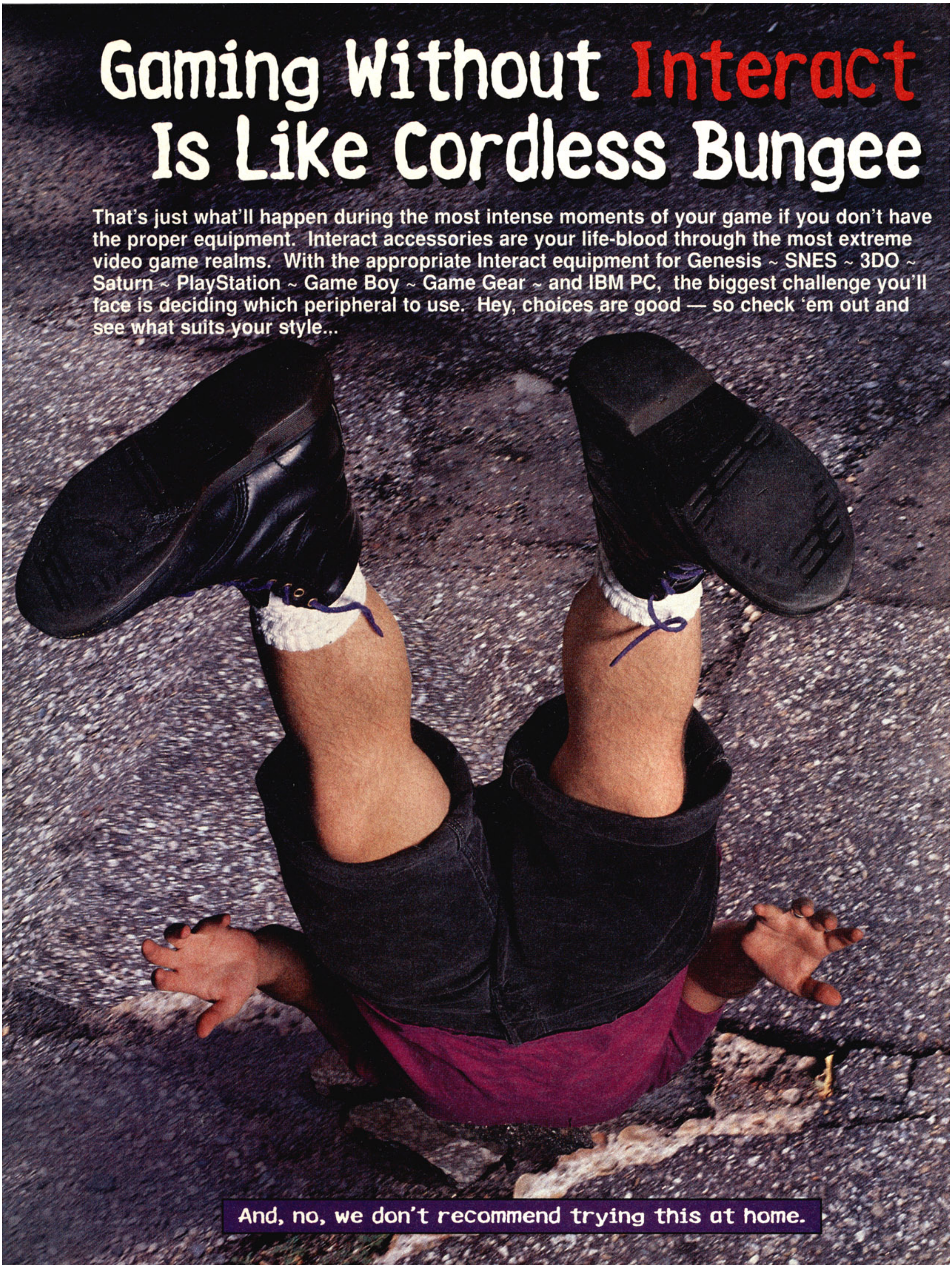

And, no, we don't recommend trying this at home.

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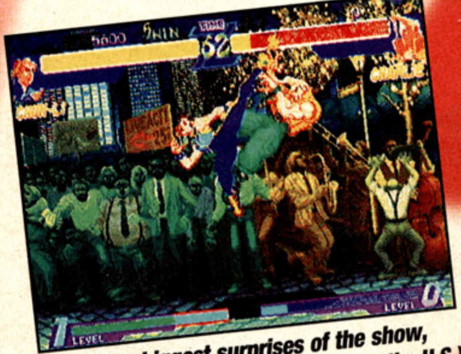
OVERSEAS PROSPECTS

An International View on Video Games

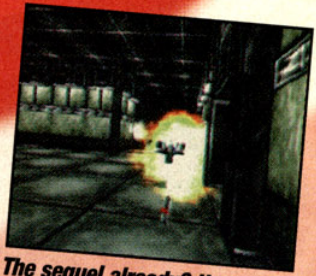
Sony PlayStation Expo '95

Our man in Japan checked out the PlayStation Expo '95. Here's a peek at PlayStation titles that may be heading to America soon.

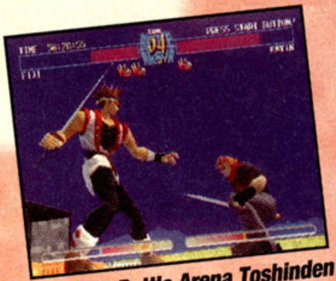
By Nob Ogasawara



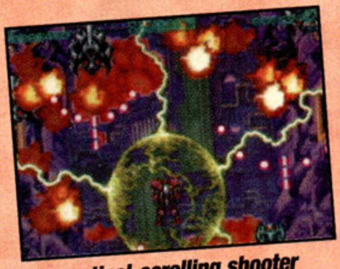
One of the biggest surprises of the show, Street Fighter Zero (called "Alpha" in the U.S.) was present with six playable characters.



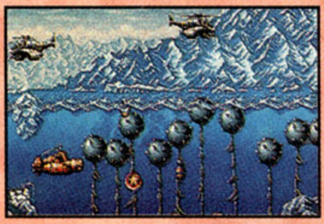
The sequel already? Here comes Kileak the Blood 2!



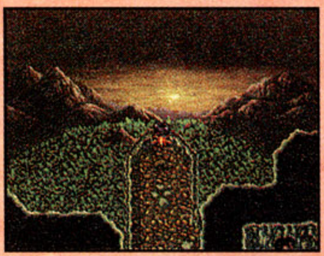
Takara's Battle Arena Toshinden 2, which will be released in the arcades by Capcom



The vertical-scrolling shooter Two Tenkaku



Irem's arcade shooter In the Hunt



Sony's big role-playing game Beyond the Beyond

In early October, Sony Computer Entertainment (SCE) and 52 third-party publishers gathered at the Tokyo Convention Center for PlayStation Expo '95. The show was a resounding success with big crowds numbering in the tens of thousands. The high degree of fan interest clearly attested to the PlayStation's growing popularity in Japan, where system sales may clear the 2 million mark by year end.

As of early October, close to a hundred PlayStation games had been released. By the end of the year, the numbers should swell to almost 200 titles. Here's a rundown of the more exciting upcoming titles in Japan.

The biggest draw was Namco's Ridge Racer Revolution, the sequel to Ridge Racer with new tracks and two-system linkup. The game is astounding! It plays much like the original but with a lot less grip, so you feel as if you're driving on ice. Ridge Racer Revolution's due in early December in Japan.

Namco also announced Arcade Collection Vol. 2, which will contain Xevious, Gaplus, Cutie Q, Mappy, and two other classic games.

Capcom had a huge surprise: Street Fighter Zero (called "Alpha" in the U.S.) was up and running with six fully playable characters! It's on its way hopefully late this year, perhaps even before Darkstalkers is released. Konami had Snatcher on show, video demos of Goemon (a sequel to Mystical Ninja on the SNES), and Policenauts, the sequel to Snatcher, which will be released next spring.

Takara exhibited the arcade version of Toshinden 2, which looked and played incredibly well. The PlayStation version will be released on December 29 in Japan. SCE's big game was the RPG Beyond the Beyond, coming in November. Horned Owl, a Lethal Enforcers–type shooter, looked good with a gun made by Konami.

Sony Music Entertainment had running a working version of Kileak the Blood 2. Expect this sequel in December. The company also exhibited Two Tenkaku, a vertical-scrolling shooting game due in November.

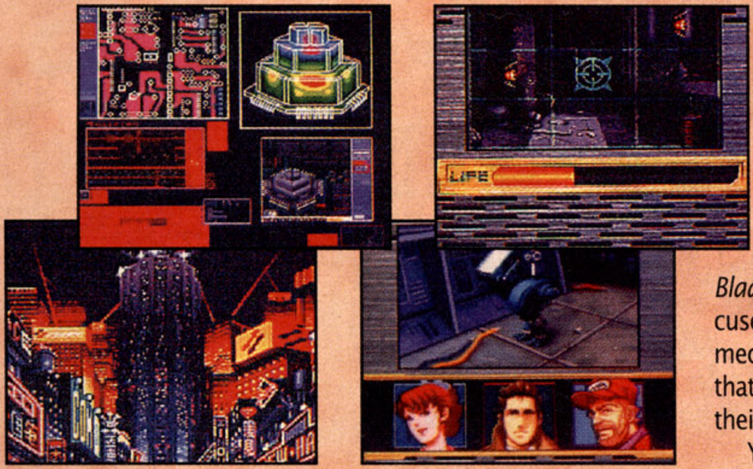
Among the other promising titles were Taito's Ray Tracer, a racing game; Asmik's Sidewinder, a flight sim; Atlus' Gunbird, a shooter; Xing's In the Hunt, which is Irem's old submarine game; Jaleco's Slam Dragon, a polygonal fighting game; Human's The Firemen 2; and Banpresto's Super Robot Wars 4S, a war sim/RPG. With these and other games on the horizon (including those made outside Japan), PlayStation's future in Japan looks brilliant. G

Coming Soon!

We spotlight some hot Japanese titles that may arrive here soon.

By Nob Ogasawara

Snatcher (PlayStation)



The classic sci-fi adventure game for the PC Engine and Sega CD is on its way to the PlayStation by the end of this year and will be available for the Saturn sometime next year. The *Blade Runner*–style story focuses on a rogue band of biomechanoids called Snatchers that kill people and assume their identities.

You play as Gillian Seed, a Snatcher hunter who must unravel the monstrous plot behind their sinister machinations. As the 32-bit versions are essentially identical to the Sega CD version but with much better graphics, there's a good chance that Konami will bring Snatcher stateside.

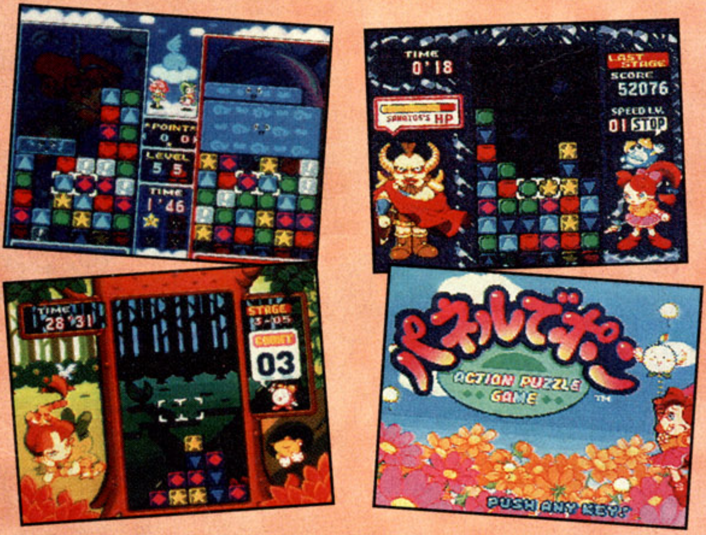
Published by Konami of Japan
Developed by Konami
1 player
Available December

Panel de Pon (Super Famicon)

Yet another addictive puzzle game from Nintendo joins the likes of Dr. Mario, Yoshi's Cookie, and Wario's Woods. Panel de Pon is like a mix of Yoshi's Cookie and Columns with a twist – you slide around two adjoining panels to put three panels of the same sort together and make them disappear. Of course, you can trigger chain reactions by lining up panels in advance.

Instead of dropping from above, panel pieces rise from the bottom of the screen, but that shouldn't be a setback for puzzle fans. Given Nintendo's excellent track record with puzzle games, Panel de Pon should be a noteworthy release.

Published by Nintendo of Japan
Developed by Nintendo
2 players
Available October



Live Oshaberi Parodius (Super Famicon)

The latest title in Konami's oddball series of shooters brings the Gradius parody experience to life with over-the-top color commentary in the same manner as their excellent Powerful Pro Baseball series and Perfect Eleven soccer games.

Like the previous Parodius games, you can choose from odd characters, including flying pigs, octopi, cats, bunny girls on missiles, stick figures on paper planes, and even Twinbee. Each character has their own weapons that are powered up by collecting items left as debris from downed bogies. In the same manner as the Twinbee shooters, characters can also pick up special powers by collecting bells of different colors.

Published by Konami of Japan
Developed by Konami
1 player
Available December

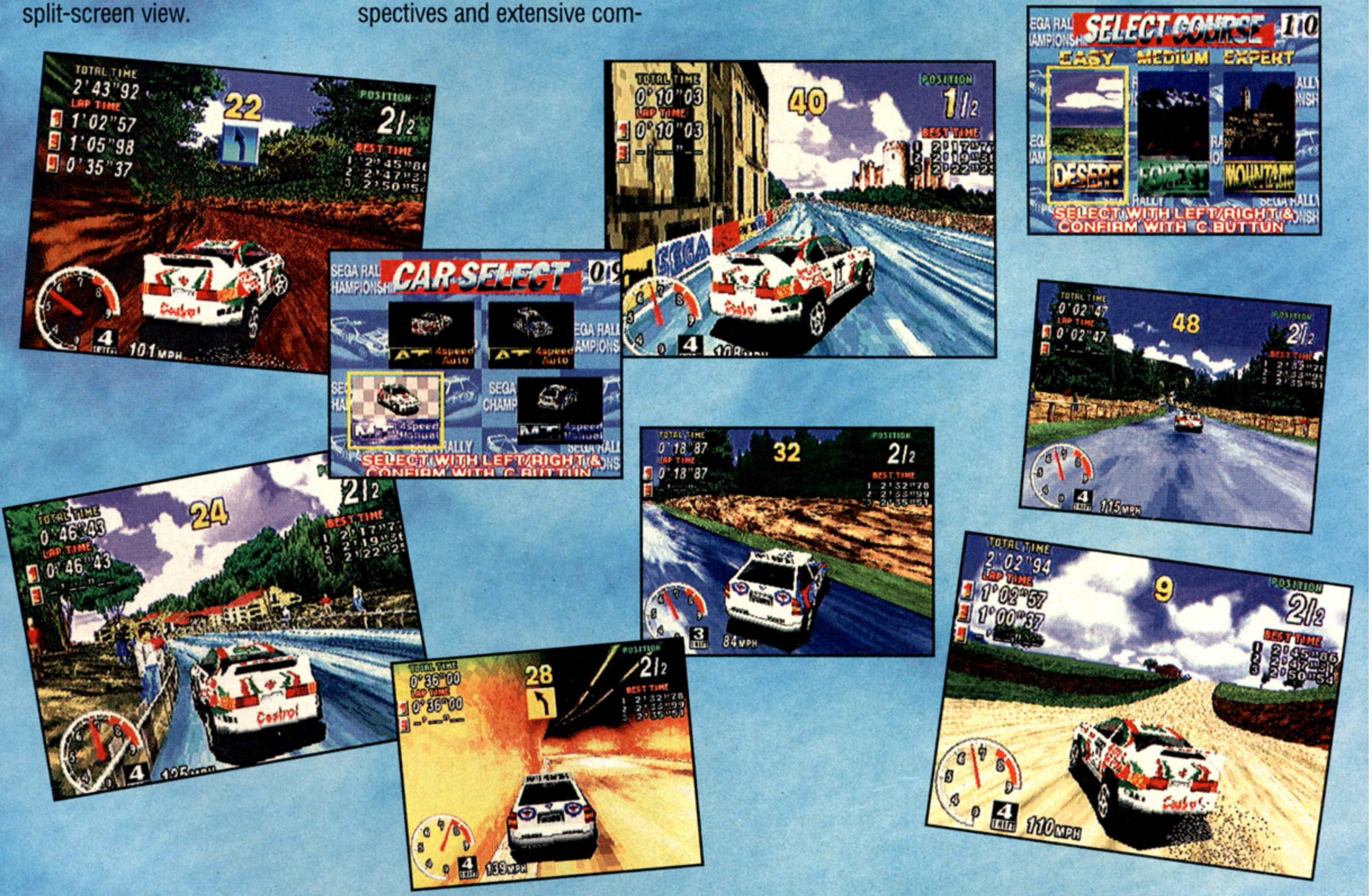
9000 HI 57300

Sega Rally Championship **Saturn**

This rally-racing follow-up to Daytona is swerving onto the Saturn for more rowdy finish-line sprints. A direct port of the arcade game, Sega Rally pits one player against the pack, or two players can battle from a split-screen view.

With texture-mapped graphics just like Daytona's, Rally steers you around three tracks in the desert, forest, and mountains, where you'll pass over gravel, dirt tracks, and other tough terrain. Four perspectives and extensive commentary on track and race conditions will help you keep a firm grip on the wheel. Racing fans are sure to rev their engines for this one.

By Sega
Available December

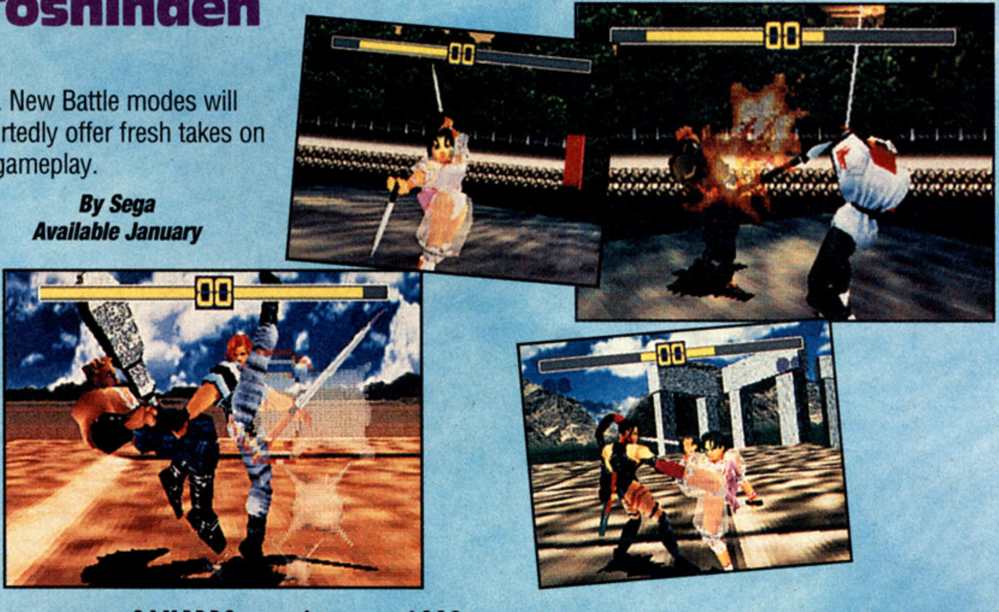

SELECT COURSE
EASY MEDIUM EXPERT
DESERT FOREST MOUNTAIN
SELECT WITH LEFT/RIGHT & CONFIRM WITH C BUTTON
CAR SELECT
SELECT WITH LEFT/RIGHT & CONFIRM WITH C BUTTON

Battle Arena Toshinden Remix **Saturn**

Now Sofia has something to say on the Saturn as Sega whips its version of one of Sony's biggest games into shape. So what's new in this round? Details are still sketchy, but Sega (of course) promises to ramp up the already-dazzling graphics for the Saturn version.

The good news for fighting fans is there'll be at least one new character, as well as new moves for the other eight members of the Toshinden cast. New Battle modes will reportedly offer fresh takes on the gameplay.

By Sega
Available January



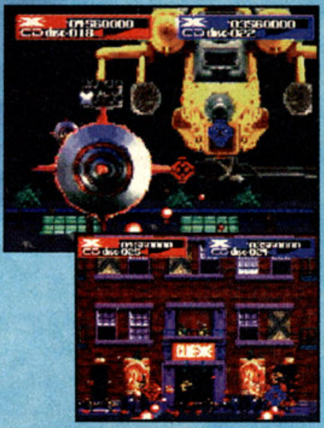
Revolution X

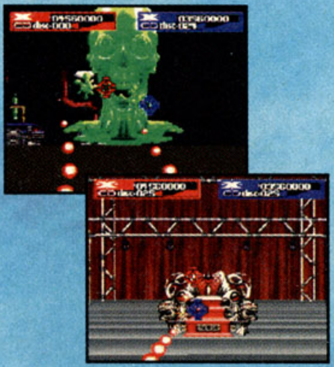
PlayStation Saturn 32X Genesis Super NES PC CD

Aerosmith rocked the arcades last year with Revolution X, and now the intense first-person shooting action is blasting onto home systems (PlayStation pictures shown here). You're up against the New Order Nation, a group that's trying to take over the world by controlling the minds of young people. The five nonlinear levels send you blasting through California and England, and you can choose a different path through the carnage each time.

A musical theme pervades the game, so many of the power-ups come in the form of exploding CDs. Music and cameos by Aerosmith are peppered throughout. Acclaim promises to back up the action with sharp graphics.

By Acclaim
Available November

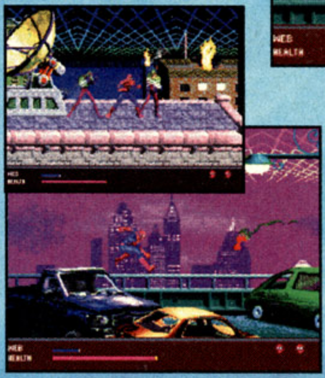




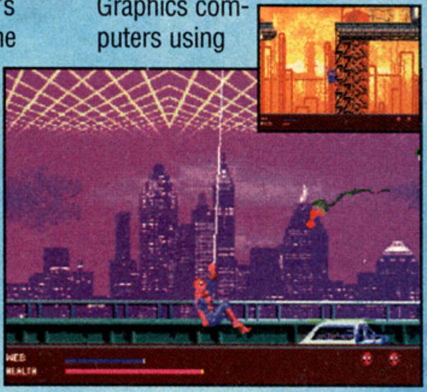
Spiderman: Web of Fire

32X

32X owners starved for some new action/adventure gameplay to add to their lean game libraries will thrill at Sega's next one-player title for the drought-ridden system. In Spiderman: Web of Fire, the Webbed One is trying to protect the Big Apple from electrical spires that threaten to melt the metropolitan melting pot.



Spidey's looks should be first-rate: The 3D graphics are being rendered on Silicon Graphics computers using motion-capture animation technology. The webslinger should also sport more moves and attacks. Let's hope Sega delivers on all promises – or cart-hungry 32X gamers may be slinging more than webs.



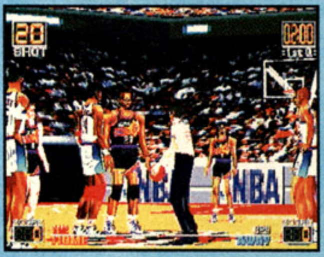
By Sega
Available March

NBA In the Zone

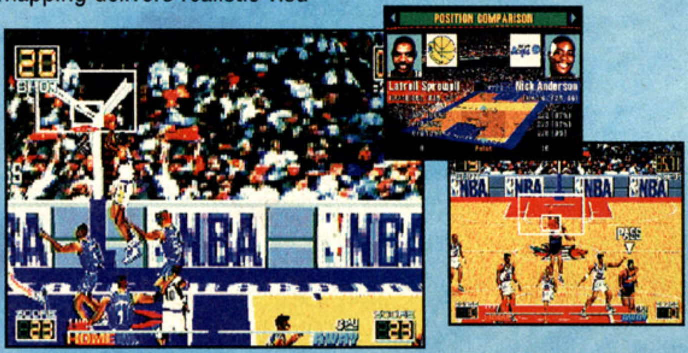
PlayStation

Suit up with real players from the 29 NBA teams for five-on-five hoops in NBA In the Zone. Featuring enhancements over the arcade version, this multiplayer game offers six player configurations (using a multiplayer adapter), loads of team and player stats, and a diversity of moves, including rebound dunking, alley-oops, and behind-the-back dribbling.

Multiple camera angles and perspectives spice up the gameplay, and 3D texture mapping delivers realistic visuals. As one of the first titles for Konami Sport Series, NBA In the Zone may be the full-court press the fledgling division needs to be a contender.



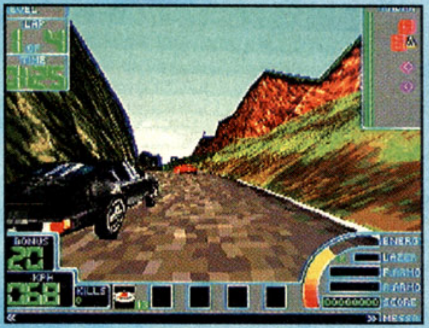
By Konami Sports Series
Available December

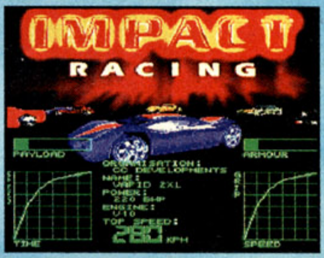


Impact Racing

PlayStation Saturn

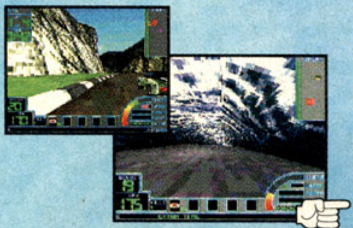
JVC accelerates the pace of racing/combat games on the next-gen systems with Impact Racing. This fast-moving one-player game gives you a choice of six cars laden with lasers, mines, heat-seeking missiles, and smart bombs in a post-holocaust future. Impact's timed laps and four tracks will satisfy racing fans. The game's weaponry, combat, power-ups, and enemies will do the trick for fans of shooters.





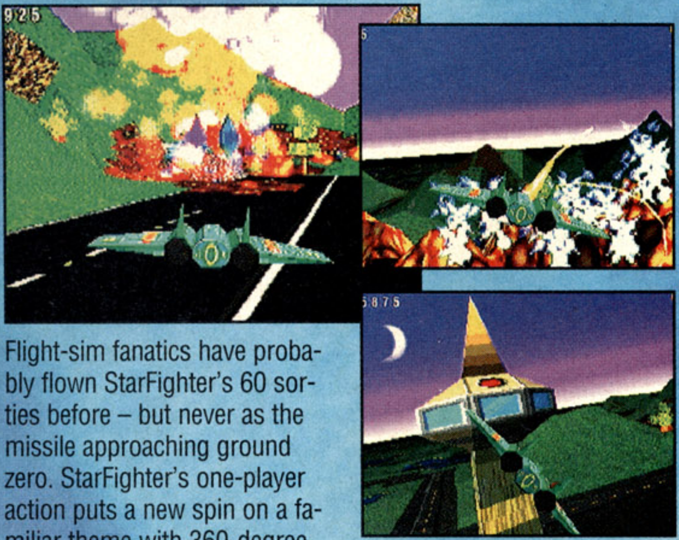
The gorgeous polygon graphics scroll at 30 frames per second, providing a smooth, animation-quality ride. Belt up – Impact Racing looks like it could break the land-speed record for racing games.

By JVC
Available Fourth Quarter '95



StarFighter

3DO



Flight-sim fanatics have probably flown StarFighter's 60 sorties before – but never as the missile approaching ground zero. StarFighter's one-player action puts a new spin on a familiar theme with 360-degree camera angles, zooming ability, and nose views of missiles targeting their quarry.

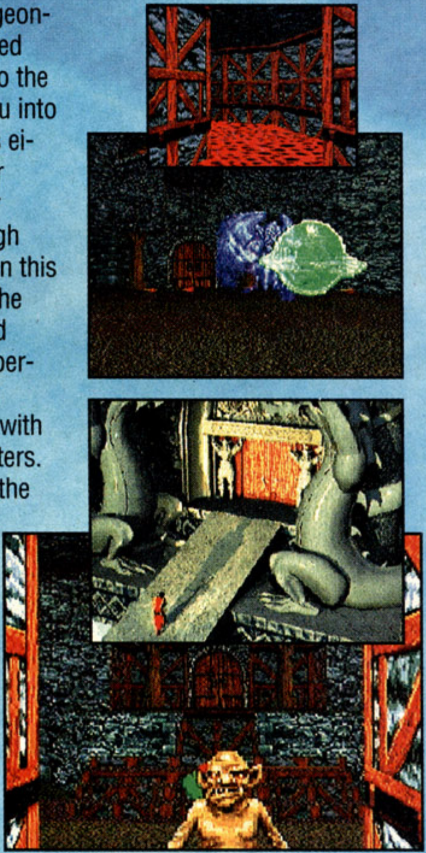
As the FedNet Space Force's ace pilot, you enforce interplanetary law in the StarFighter, a space-assault vehicle that packs lasers, missiles, bombs, and mines. Your missions are to seek out and destroy objectives like ground targets and satellites.

StarFighter's extras include a rendered intro and end-of-game animations, and voice-overs during mission briefings.

By Studio 3DO
Available Now

Deathkeep

3DO



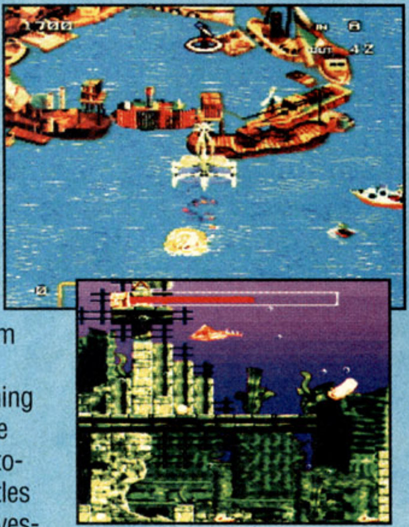
Deathkeep takes the dungeon-delving delight of Advanced Dungeons and Dragons to the next level by dropping you into a fantastical 3D world. As either an elf mage, a fighter dwarf, or a half-elf fighter mage, you set out through more than 25 dungeons in this one-player game to end the terror created by a wicked necromancer. Each first-person-perspective dungeon houses eight floors filled with traps, puzzles, and monsters.

You're blessed with the ability to fly and jump, which should heighten the gameplay in Deathkeep's action/RPG AD&D environment.

By Studio 3DO
Available Now

Waterworld

Saturn Genesis Super NES Game Boy Virtual Boy



Waterworld's cup runneth over as the blockbuster movie crosses onto multiple systems. This one-player action/adventure game (except VB, which supports up to nine players) copies the movie's story line. As the Mariner, you must rescue Enola, who has the land map, from the villain Deacon.

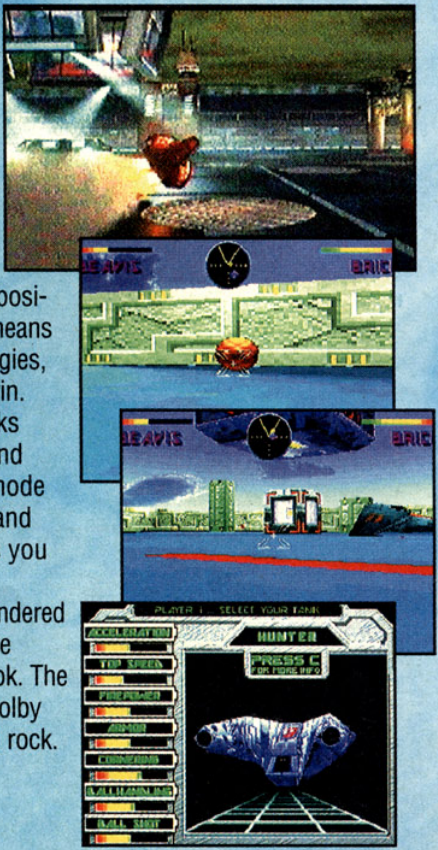
Equipped with everything from a machete to machine guns, you engage in man-to-man skirmishes, wage battles at sea with your Trimaran vessel, and dive for items to trade.

For the 32-bit systems, Waterworld promises a virtual 3D ocean with a dynamic surface. Texture-mapped models will add to the realism.

By Ocean
Available January '96

BattleSport

3DO



If you're in the market for two-player battle-tank combat on your 3DO, BattleSport could be your ticket to play. BattleSport challenges you to win a 50-level soccer-style competition while side-stepping salvos from the opposition. The soccer angle means you must develop strategies, such as fake shots, to win.

You can select tanks with unique weapons and defenses. Two-player mode features a split screen and single-player mode pits you against the A.I.

Texture-mapped, rendered 3D tanks and arenas give BattleSport a realistic look. The original soundtrack in Dolby Surround Sound should rock.

By Studio 3DO
Available Now

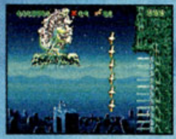
Gex **PlayStation**

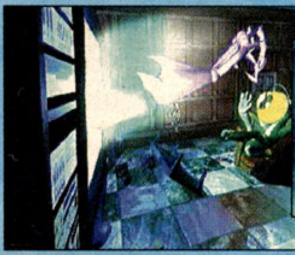
Gex comes to play on Sony's new system. A port of the one-player 3DO action/adventure game, Gex PlayStation has the same dazzling graphics and humorous sounds, including comedian Dana Gould's voice.

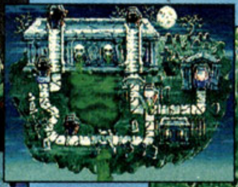
As the wise-cracking reptile, your Gex-cellent adventure begins when you're sucked into a television. You traverse multileveled stages, such as the Cartoon World, locating warps that reward you with bonus rounds and power-ups.

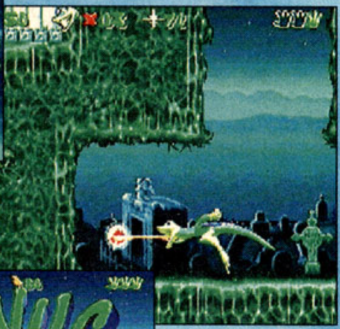
Gex's world is beautifully detailed, and Gex himself is fully rendered. An impressive opening cinematic sequence outlines the story, but the true appeal here is the personality of the little green guy.

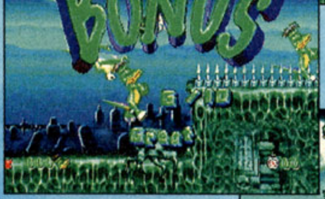
By Crystal Dynamics
Available December

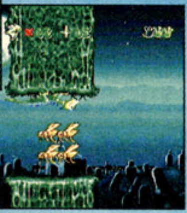












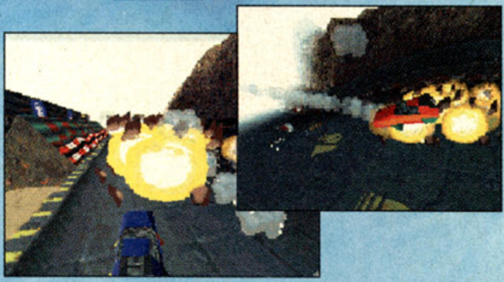
Hi-Octane **PlayStation** **Saturn**

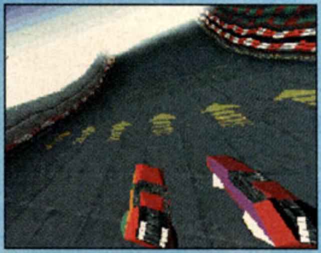
Hi-Octane, an antigravity racing game from Electronic Arts, has the programming pedigree to make it a winner. But only true Road Rashers will gauge how the high-speed thrills compare to the latest competition – like Wipeout.

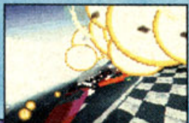
Hi-Octane takes place in the 21st century, where you're an unsanctioned hovercar racer. Jetting along various tracks, you can choose from multiple views that include a first-person cockpit view. Your 200-mph hovercar is well-protected and armed to the grills. Good thing, too: Five other hovercars are eager to dust you.

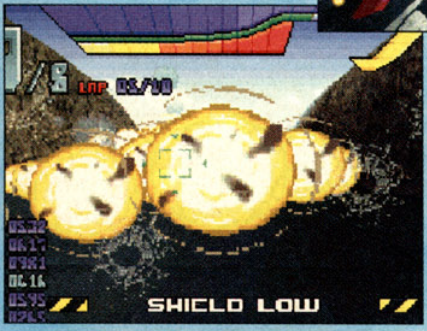
Hi-Octane may be the fuel that fans the PlayStation's fire this winter.

By Electronic Arts
Available Now









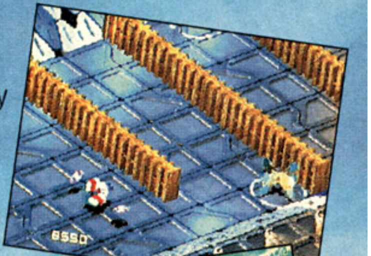
Viewpoint **PlayStation**

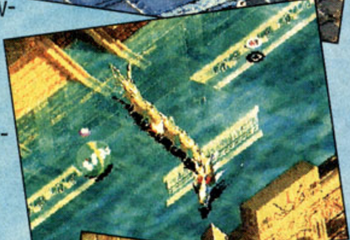
If you're nostalgic for the games of yesteryear, check out a truly classic shooter that's found new life – and a new audience – on the PlayStation. Sharp as ever, Viewpoint's beautifully rendered 3D backgrounds and CD soundtrack complement the blistering one-player action.

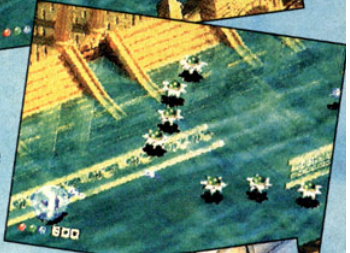
Through six levels, you face an onslaught of unique enemies and humongous robotic monsters that force you to devise different strategies to defeat them – though your arsenal of high-powered weapons doesn't hurt. Four difficulty settings should help all levels of gamers take on the Viewpoint challenge.

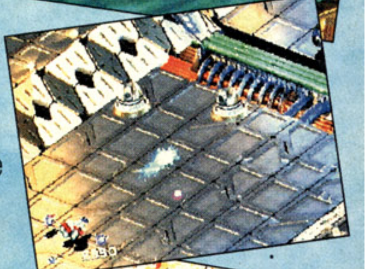
Viewpoint's pix were rendered using Silicon Graphics computers. Additionally, each level features its own soundtrack of house, pop, techno, lounge, rhythm and blues, and jazz tunes.

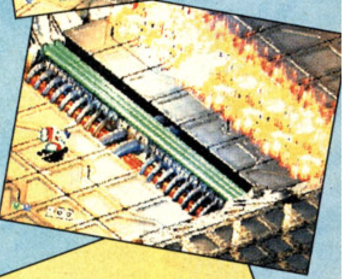
By Electronic Arts
Available Now

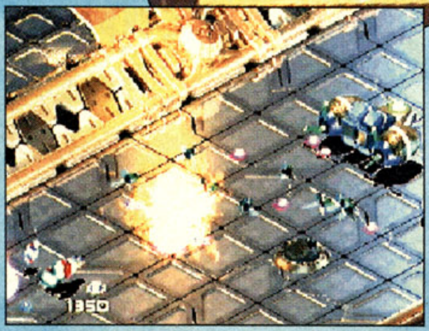






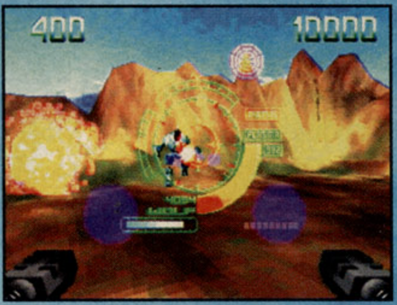


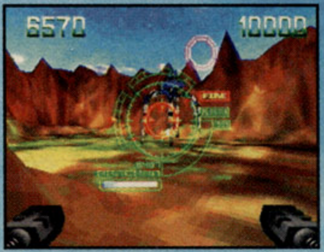


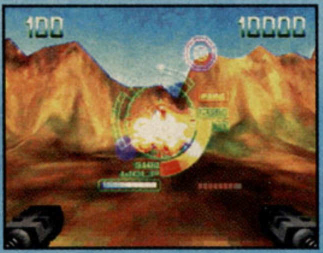


Krazy Ivan

PlayStation **PC CD**







Sometimes the best man for the job is…crazy.That's the premise behind Krazy Ivan, a futuristic first-person mech-warrior shooter that picks up where a devastating alien invasion ends.

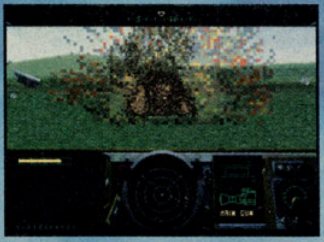
You're Krazy Ivan, the lone Russian solider sent behind enemy lines to kick some alien butt. A 40-foot-tall, 50-ton mechwarrior suit puts some punch behind your purpose. You must rescue hostages, locate weapon upgrades, and customize your armor as you secure five battle zones across the ravaged planet. And the platoons of heavily armored enemies you'll face don't give up easily.

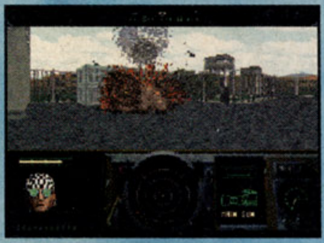
Krazy Ivan brings fully animated, texture-mapped enemies and a fluid 3D environment to the next generation of games.

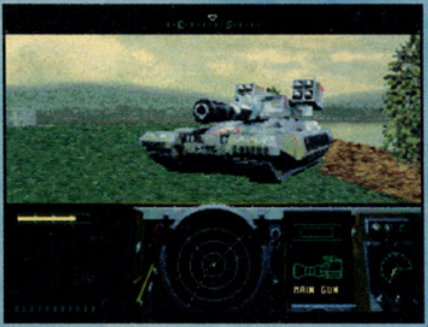
By Psygnosis
PlayStation Available Now
PC CD Available February '96

Shellshock

PlayStation **Saturn**







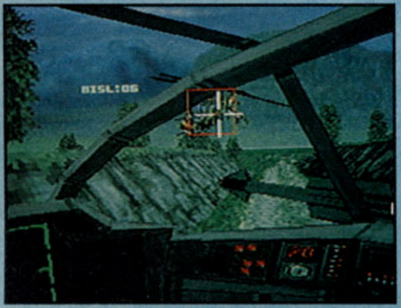
The next generation of games meets the now generation of MTV in Shellshock, a futuristic first-person 3D tank-combat game that features a rap and hip hop soundtrack. The future's a pretty bleak place to hang out in Shellshock; that is, until five ex-military mercenaries who call themselves Da Wardenz begin the practice of law and order. Their weapon of choice is an M-13 Predator battletank.

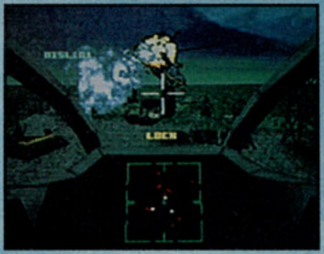
Commandeering the tank in first-person, you do battle with multiple enemies across fractal-mapped 3D terrain that was rendered on Silicon Graphics machines. William "Bar None" Floyd, the San Francisco 49ers' All-Pro running back, does three raps on the sizzling soundtrack.

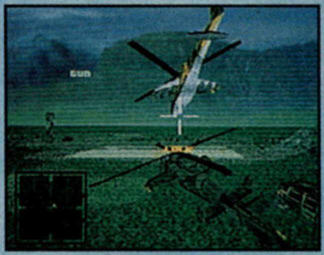
By U.S. Gold
Available Now

Thunderstrike

PlayStation **Saturn**







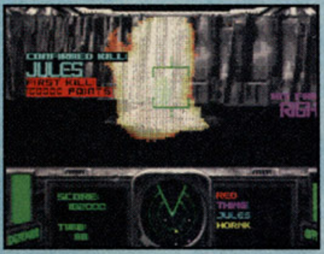
Revamped from the Sega CD version, this one-player helicopter-combat sim assembles 37 missions that pit you against gunrunners in South America and pirates in the seas off the Chinese coast. From the cockpit of your Thunderstrike chopper, you engage polygonal objects and enemies based on current high-tech military hardware.

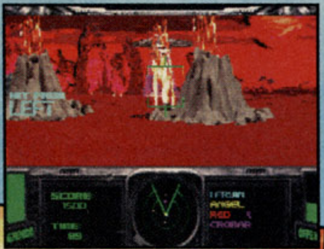
The unique perspective lets you rotate 180 degrees to the left or right to take down enemies on your sides while still maintaining your original flight path. U.S. Gold jacked up the speed for these 32-bit versions and refined the graphics by building in 3D fractal-mapped terrain that offers realistic color and detail.

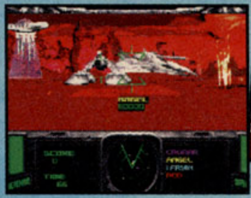
By U.S. Gold
Available Now

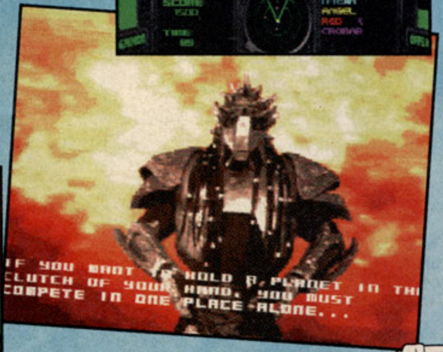
T-MEK

32X **PC CD**









IF YOU WANT TO HOLD A PLANET IN TH
CLUTCH OF YOUR HAND, YOU MUST
COMPETE IN ONE PLACE ALONE...

Time Warner's arcade hit rolls onto the 32X and PC this fall. T-MEK is a tank-like combat simulator (translation: drive and shoot, or die) that puts you behind the wheel of one of six high-tech vehicles that are armed to the treads for tournament arena battle.

Hidden weapons are scattered throughout the battlefield. Two players can go after each other in split-screen action, and four mechs can compete over a network.

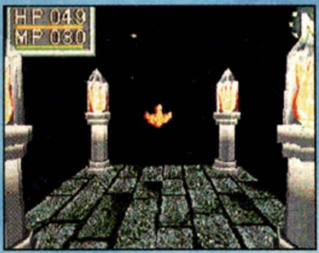
By Time Warner
Interactive
Available Now

King's Field

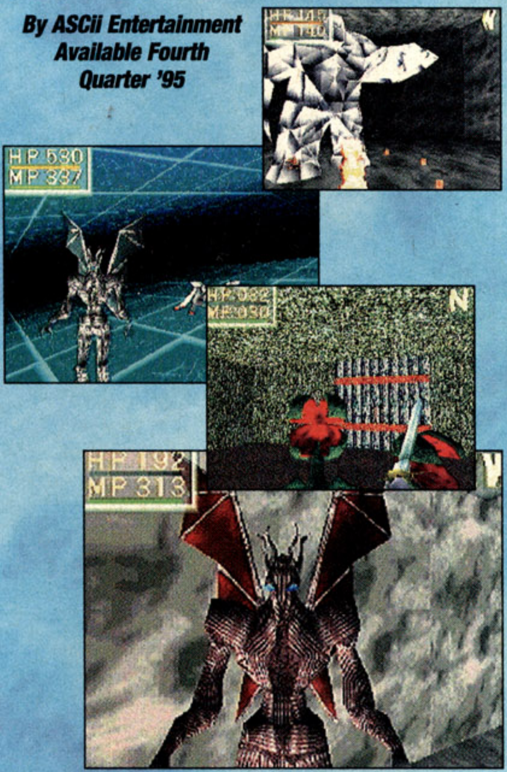
PlayStation

ASCii's first entry into the PlayStation arena is an interactive adventure with role-playing elements. An epic tale in the vein of an RPG, King's Field is about a man's quest to retrieve a magical sword.

Playing from a first-person perspective, you set out on a vast journey to dispatch the evil monster Necron and return the powerful Moonlight Sword to the king. Despite the unusual first-person approach, King's Field II throws pieces of the RPG book at you, like hit points, magic points, and various weapons. Plus you'll battle more than 30 otherworldly beasts like skeletons.



By ASCii Entertainment
Available Fourth Quarter '95



Into the Shadows

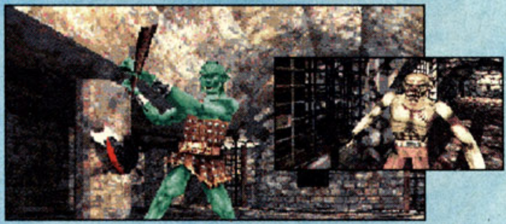
Saturn **PC CD**

Atmosphere abounds in Scavenger's impressive fighting and action/adventure game, Into the Shadows. Using real-time 3D lighting, characters created with motion-capture techniques, and 3D texture-mapped backgrounds, I.T.S. is a breathtaking visual experience.

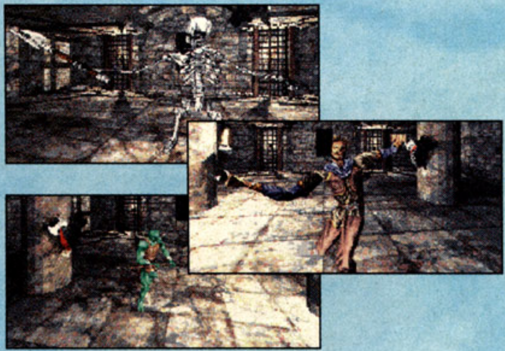
You play as Eric Lionheart, who must rescue the moonchild from an evil necromancer. You journey through a magnificent castle replete with shadows, perspective mapping, and rendered 3D enemies.

I.T.S. is chiefly a fighting game, arming Lionheart with weapons and kick-butt special moves. To progress, however, you must also find objects and uncover secrets.

Into the Shadows looks like it could deliver Scavenger out of obscurity and into the light.



By Scavenger
Available December

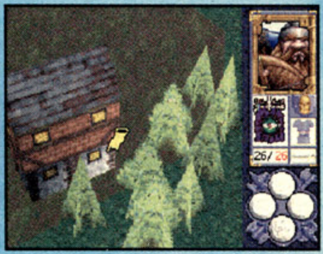


Warhammer: Shadow of the Horned Rat

PlayStation

RPGers will soon see what the PlayStation can bring to their fantasy worlds when the long-awaited real-time RPG Warhammer is released. Based on the board and miniature games, Shadow of the Horned Rat is the first in a series of Warhammer titles.

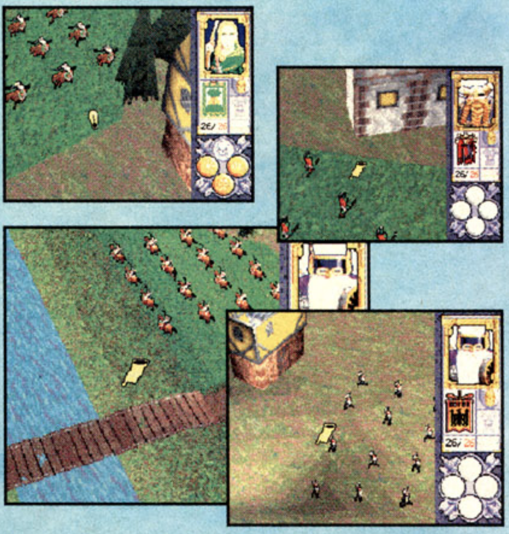
In a 3D world with orcs, elves, and dwarves, the Empire struggles for control over chaos. You play a human mercenary commanding an average troop. By completing progressively difficult missions, such as rescue operations, you earn cash to buy weapons and better talent, including magic users.

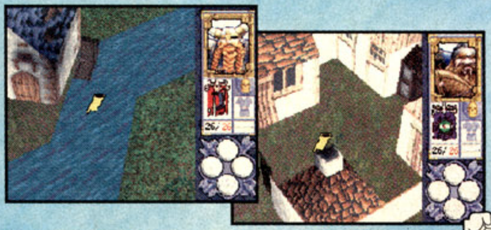


Warhammer's real-time capability attempts to mirror the experience of the card games. During the troop-deployment phase, for instance, time is suspended. Once the battle begins, the game proceeds in real time. Multiple camera angles allow you to rotate, zoom, and pan.

Warhammer may save RPGers from being left in the 16-bit dust this winter.

By Mindscape
Available January



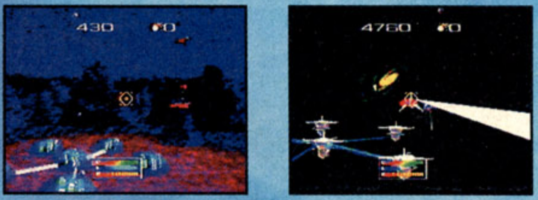


Atari's Fun 'n' Games Day

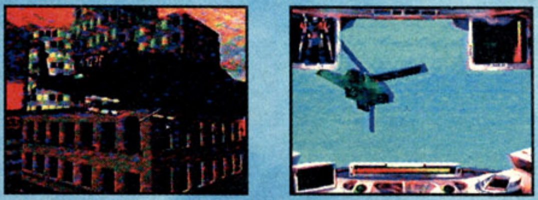
GamePro takes a look at Atari's proposed holiday lineup and some of its 1996 games.

Atari's Jaguar may seem like a distant third cousin to most of the next-gen systems, and it is. At press time, the proposed list of new titles included some classics (Myst, Primal Rage) and some innovative new titles (notably, Attack of the Mutant Penguins). Here's a sneak peek at the games that Atari previewed at its Fun 'n' Games day. Let's hope we see them soon.

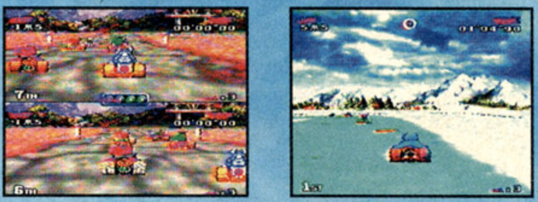
Missile Command 3D



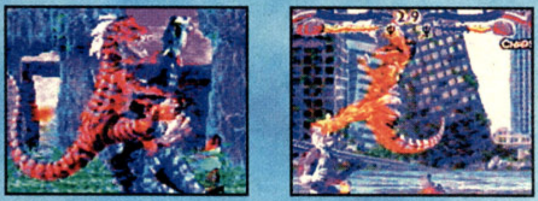
Iron Soldier 2



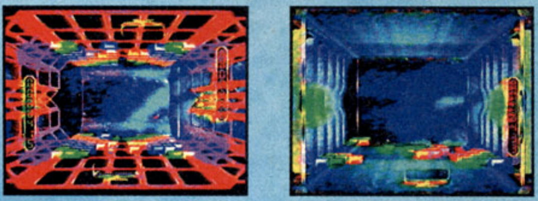
Atari Karts



Primal Rage

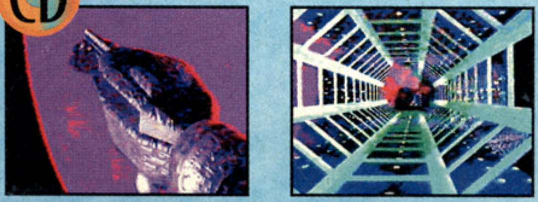


Super Breakout 2000

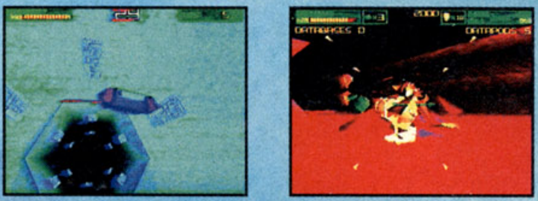


CD

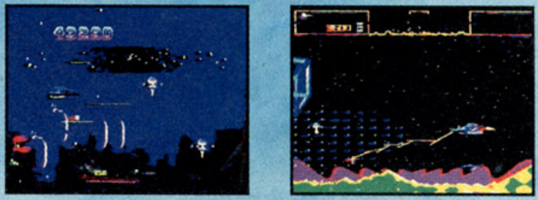
Battlemorph



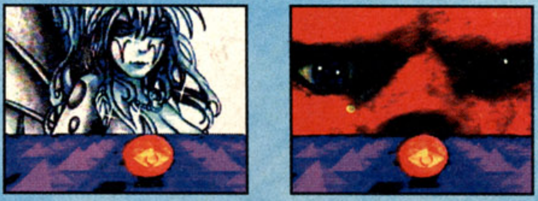
I-War



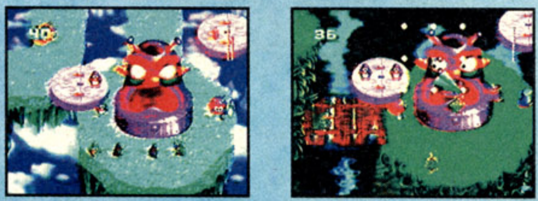
Defender 2000



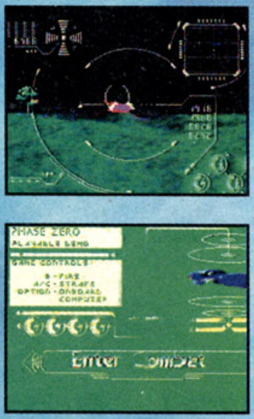
Commander Blood



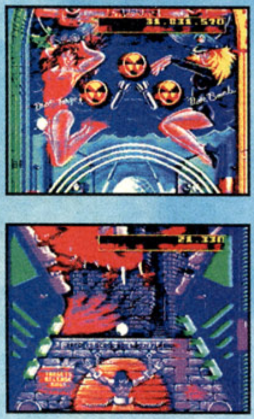
Attack of the Mutant Penguins



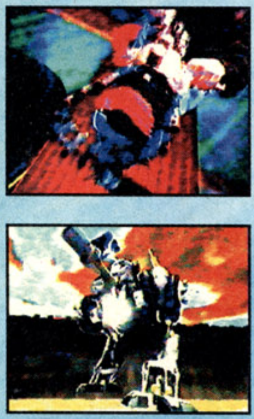
Phase Zero



Ruiner Pinball



Max Force



Also Shown

- Dragon's Lair (CD)
- Myst (CD)
- NBA Jam TE
- Super Moto Cross
- Zoop
- Baldies (CD)

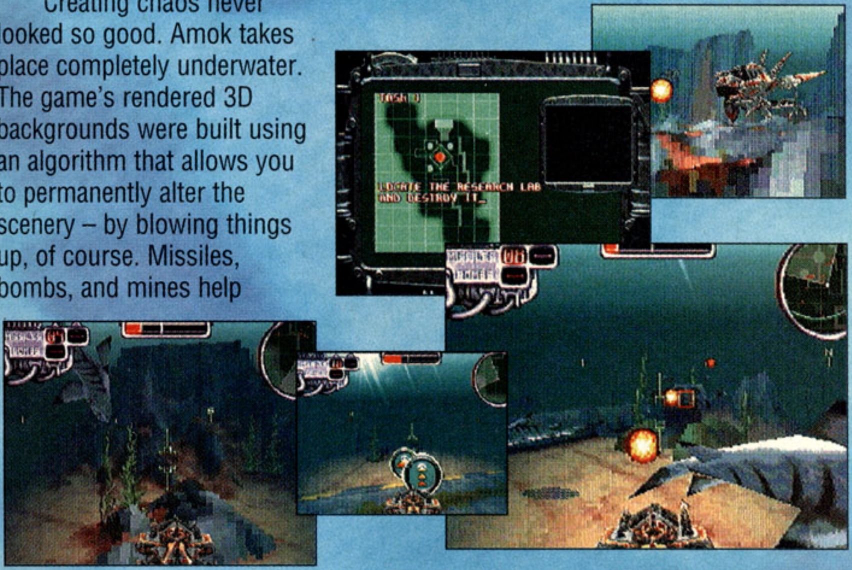
Amok **Saturn** **PC CD**

In a future gone Amok, you're the chief disciple of destruction as a mercenary for the Bureau. Your job: Create chaos where peace reigns. An armored battle sub helps you get the job done in this two-player shooter.

Creating chaos never looked so good. Amok takes place completely underwater. The game's rendered 3D backgrounds were built using an algorithm that allows you to permanently alter the scenery – by blowing things up, of course. Missiles, bombs, and mines help you accomplish your mission objectives, which range from an assassination to retrieving objects.

Multiple views keep you in front of the action.

By Scavenger
Available December

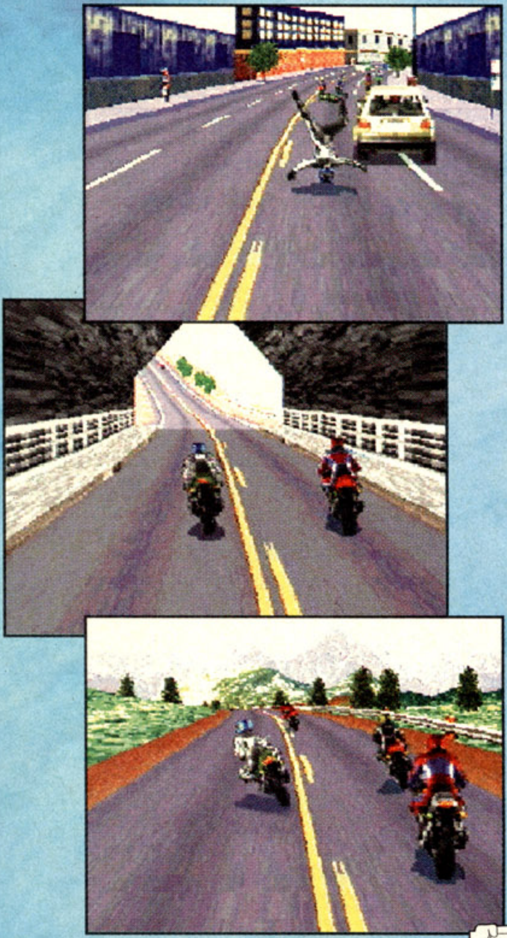


Road Rash **PlayStation**

Combat racing like no other blasts onto the PlayStation. Road Rash, the motorcycle racing/combat game that has built up a loyal following in the 16-bit arena, features photorealistic, texture-mapped 3D graphics that imbue the five racing locales and your opponents with realistic color and atmosphere. Plus, you and a friend can link up for two-player combat.

As in the 3DO version, you'll open 'er up across the Sierras, the Peninsula, the City, Napa Valley, and the Pacific Coast Highway, battling Road Rashers who are rendered in 24-bit color. With music from such alternative-rock bands as Soundgarden, the sizzling soundtrack pumps up the volume and your adrenaline. This version also includes full-length music videos from Paw and Swervedriver.

By Electronic Arts Studios
Available Now



Vertigo **Saturn** **PC CD**

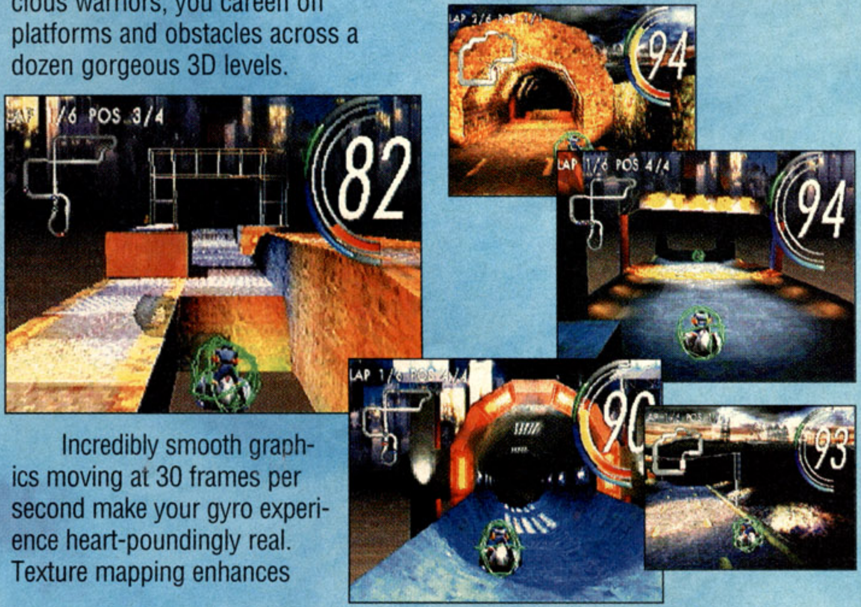
If you suffer from vertigo, stay far afield of this game. Vertigo, a one-player racing game, is as dizzying as its name implies.

You're cast inside a lightning-fast gyro, rocketing through New York's sewers and tunnels. Racing in third person against ferocious warriors, you careen off platforms and obstacles across a dozen gorgeous 3D levels.

Incredibly smooth graphics moving at 30 frames per second make your gyro experience heart-poundingly real. Texture mapping enhances the shadowy backgrounds and minimizes pixelization as you approach objects.

If Vertigo's gameplay matches its graphics, this game could be a winner on the Saturn and PC.

By Scavenger
Available December



PC GAMEPRO

Holiday Picks

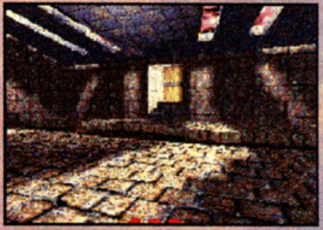
This month, PC GamePro takes a look at the top PC titles available this holiday season.

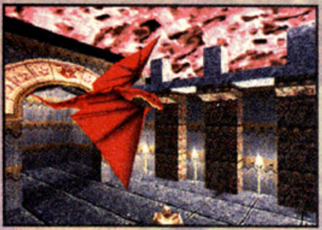
Quake **PC CD** **Macintosh**

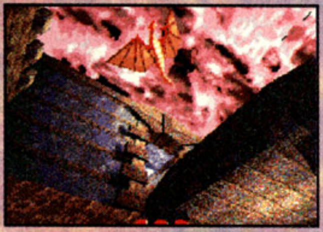
Id Software's had a string of hits, from Wolfenstein 3D to Doom and Doom II. What do you do to top Doom's success? How about taking a giant step forward in lighting, graphics, and playability? That's what id's doing with Quake, its latest Doom-style action/adventure game.

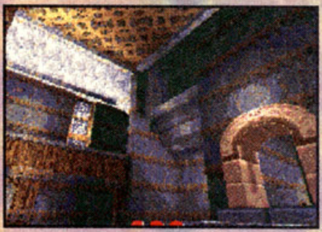
Like Heretic, Quake takes place in a dark fantasy world, but you'll notice a vast improvement in the detail and realism of the first-person 3D graphics. Quake's 3D world is more varied than Doom's – players can look up or down as they walk, deal with attacks from different directions, and walk on various levels within an area (for example, one player can be on top of a bridge that another player is walking under). Id's still refining the story and gameplay, but the signs point to Quake as the next title in a series of megahits.

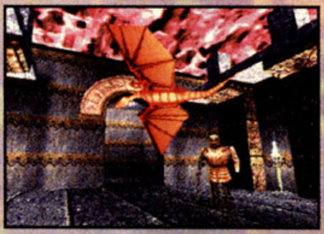
By Id Software/GTE Interactive
Available Winter '95

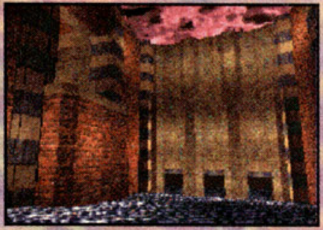


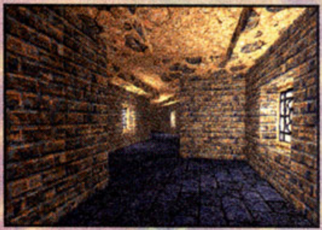












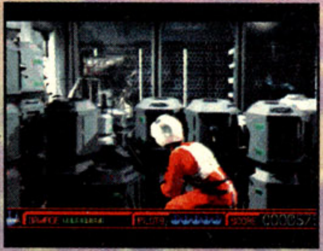
Rebel Assault II **PC CD**

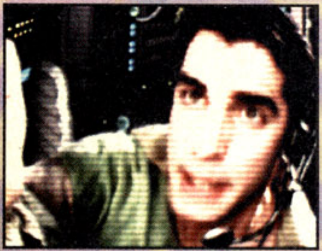
Like its predecessor, Rebel Assault II is an action/arcade game based on the *Star Wars* series. Unlike the original, though, Rebel II has a story and live-action video clips all its own. The game also soars with improved gameplay and a new game engine.

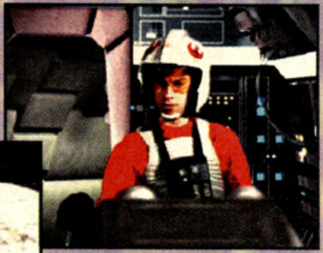
Rebel II stars Rookie One and Ru Murleen from Rebel Assault. Using movie props and blue-screen technology, Rebel II was filmed using live actors composited with computer-generated 3D model backgrounds.

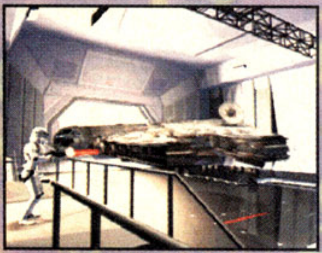
The action follows the two characters through adventures that include shooting sequences, hand-to-hand combat, and flight-sim gameplay. Vehicles to pilot range from speeder bikes to the *Millennium Falcon.* Thanks to LucasArts' technical magic and the *Star Wars* dynasty, the Force is strong in Rebel Assault II.

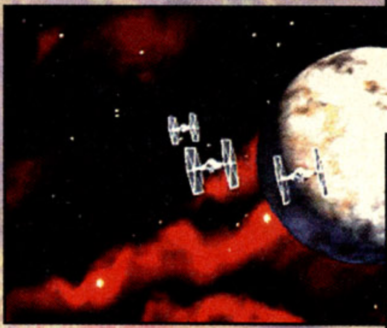
By LucasArts
Available December

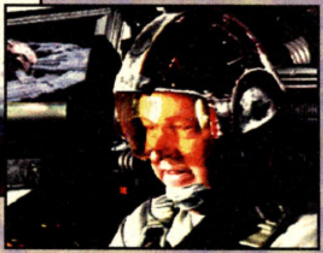


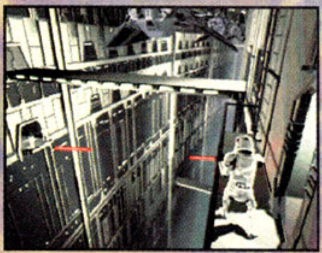










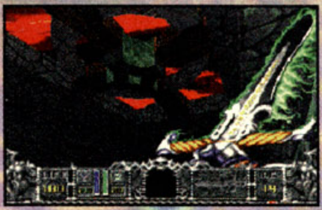
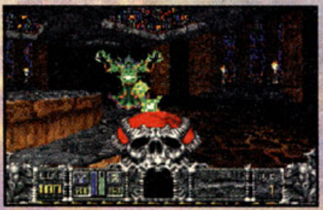
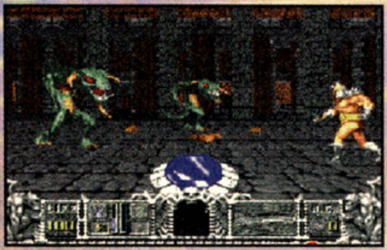
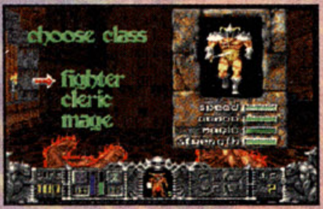


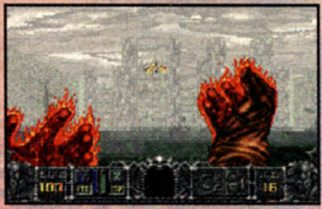
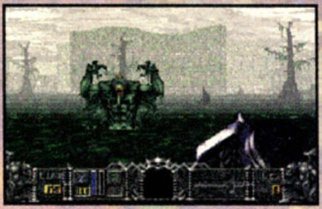
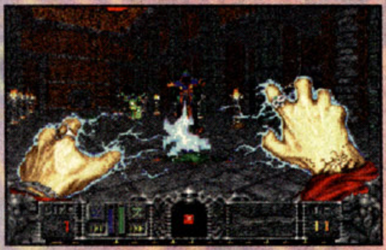
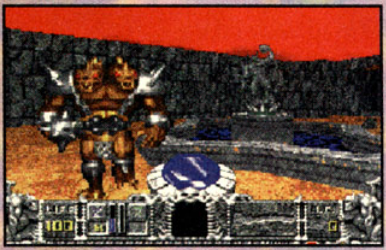
Heretic II: Hexen PC CD

Id Software has been busy conjuring up Hexen, the much-awaited sequel to Heretic. Id promises a number of changes and improvements in this version of the Doom-style action/adventure game with a magical Dungeons and Dragons twist. As one of three character types (mage, warrior, or cleric), players roam through more than 25 levels of first-person action, all with a darker, more oppressive feeling than the original Heretic.

Enhancements include new exciting weapons for each character class, all of which are powered by one of two types of Mana; new artifacts, including some that summon special creatures to your aid; and the ability to jump – sometimes out of trouble and sometimes right into it. New technical features include special effects and lighting that lend realism to surprises like falling ceilings, moving walls, swinging doors, and the like. To add complexity to the game, the levels are now interconnected. Flip a switch and you'll move from one level to the next and back again. The magic continues.

By id Software/GTE Interactive
Available Winter '95

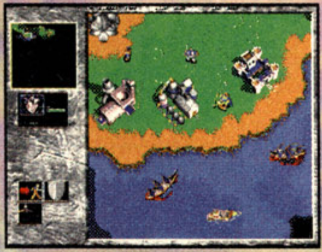
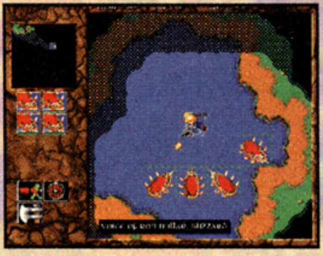
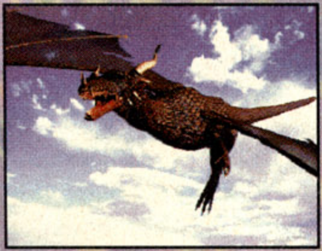





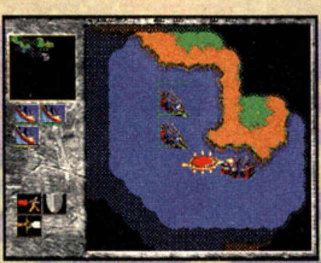
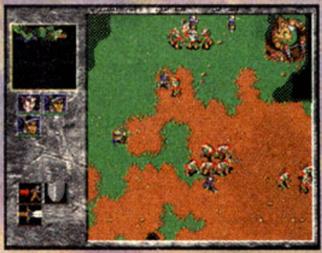
Warcraft II: Tides of Darkness PC CD

In this sequel to Warcraft, the king is dead, Azeroth is destroyed, and the surviving humans are trying to build a new homeland on a different continent. The orcs are breathing down their neck, though, in this adventure that reeks with the same blend of in-depth strategy, savage combat, and ribald humor that made the original a hit.

As in Warcraft, you can play as either the humans or the orcs. The orcs' allies include the likes of goblins and trolls, while the humans are joined in battle by elves, mages, dwarves, and others. The gameplay focuses on the standard collection of resources, construction of fortifications, and deadly combat, but enhancements give the action added realism. Look for more air and sea battles, a larger map, and more structures and weapons. And of course, all the savagery and mayhem is depicted in glowing Super VGA graphics. Let the carnage begin!

By Blizzard Entertainment
Available Now

voice of Ron Millar, Blizzard



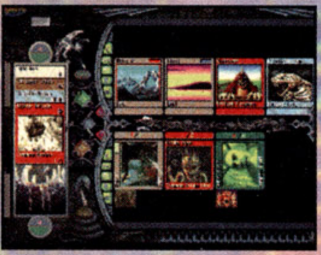
Magic: The Gathering

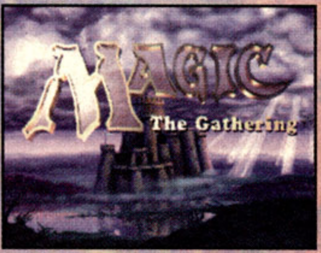
PC CD

Based on the hugely popular card game from Wizards of the Coast, Magic: The Gathering is a fantasy/strategy game where different cards give players special powers like spells and magic.

To capture the aspects of the card game, MicroProse created two modes. The Apprentice mode helps beginners learn the game as they play with any deck against the computer or in a simple quest-based game. In the multiplayer mode, gamers challenge each other online, either in head-to-head duels or in larger networked groups. Special care has been taken to translate the art styles of the cards authentically into Super VGA graphics.

By MicroProse
Available Now



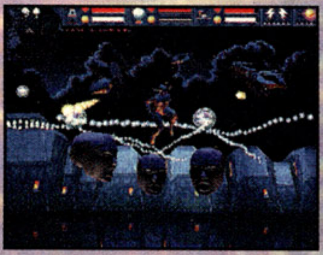


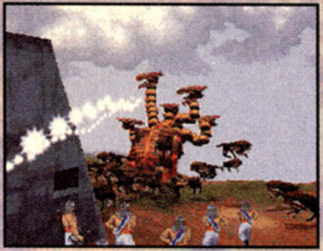
Magic Carpet II: The Netherworlds

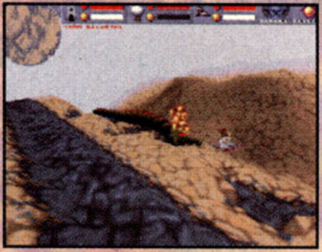
PC CD

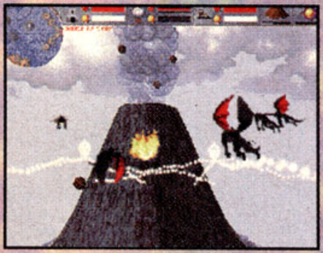
Climb aboard a magic carpet for the sequel to one of the top PC games. Bullfrog's revved this version with all-new levels (including both underground and night levels), snazzy special landscape effects, additional sets of spells, and a horde of new creatures and monsters. An updated flight engine lends the carpet smoother movement through the air. Up to eight players (via a network) can explore the Netherworlds from a first-person view.

By Bullfrog/Electronic Arts
Available Now









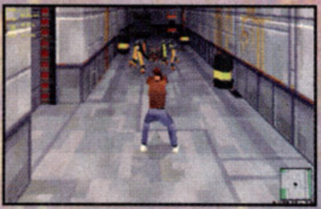
Fade to Black

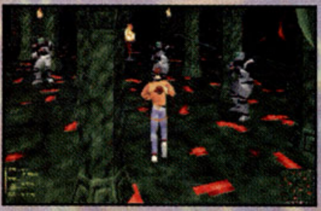
PC CD

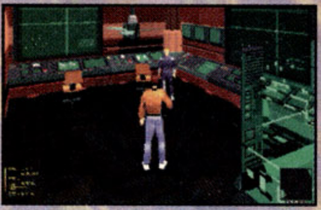
In this sequel to Flashback, Conrad B. Hart's once again the hero. While cruising to Earth in a cryogenic sleep, Conrad's hijacked by a crew of Morphs who imprison him in the Lunar Penitentary complex. Your mission: Guide Conrad to freedom.

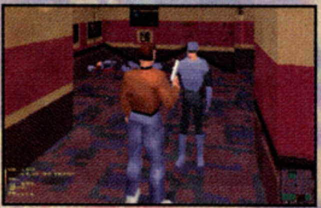
Although you'll recognize many of Flashback's features in this game, there's one dramatic difference – Conrad's view of the world has busted out of 2D and gone to a 3D perspective with selectable views. As in the original, Conrad has to search each of the game's six huge levels for objects and clues as he seeks to escape. Great gameplay, in combination with the 3D perspective, make this sequel even better than the original.

By Electronic Arts
Available Now







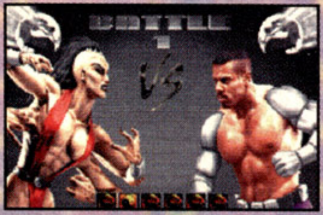


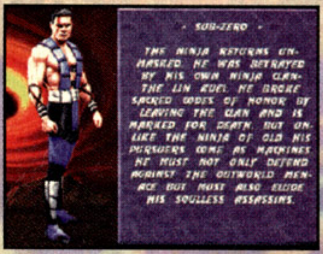
Mortal Kombat 3

PC CD

Mortal Kombat 3 is this year's hot two-player head-to-head fighting game. The PC version preserves all the arcade features, including all the Kombatants and hidden fighters. Armed with special moves, killer kombos, and the infamous finishing moves, the merciless fighters move courtesy of a new extended control panel. A special six-digit encryption code is also hidden in the game. Discover it, and you're rewarded with additional special power-ups and abilities for your fighters.

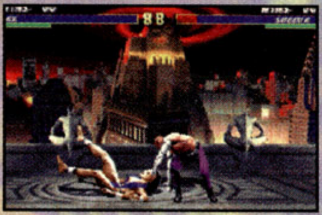
By Williams/GTE Interactive
Available Winter '95

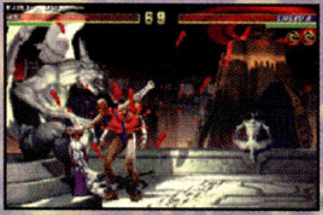




- SUB-ZERO -

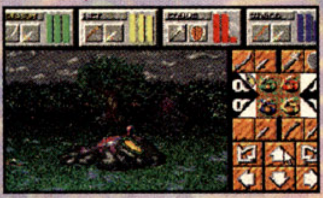
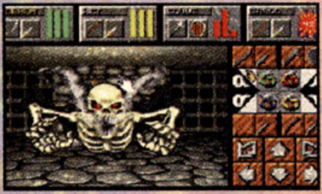
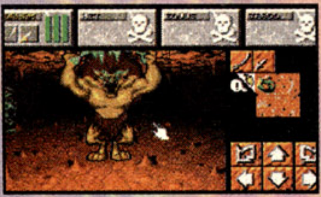
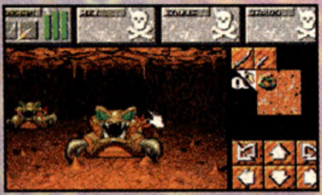
THE NINJA RETURNS UNMASKED. HE WAS BETRAYED BY HIS OWN NINJA CLAN - THE LIN KUEI. HE BROKE SACRED CODES OF HONOR BY LEAVING THE CLAN AND IS MARKED FOR DEATH. BUT UNLIKE THE NINJA OF OLD HIS PURSUERS COME AS MACHINES. HE MUST NOT ONLY DEFEND AGAINST THE OUTWORLD MENACE BUT MUST ALSO ELUDE HIS SOULLESS ASSASSINS.





Dungeon Master II: The Legend of Skullkeep

PC CD **Macintosh CD**

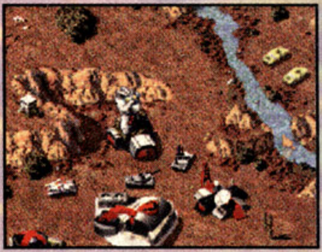
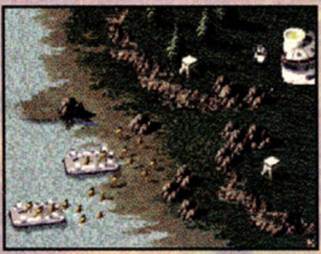
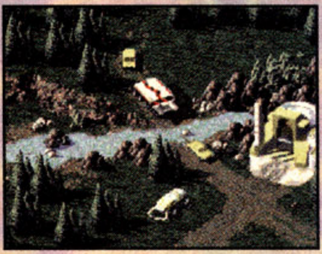
A sequel to one of the most popular RPGs of all time, Dungeon Master II boasts some new features and some old familiar habits.

As you journey across the land with your party of four, you have to engage in a lot of standard RPGing: collecting items, talking to folks, fighting off monsters, building up your character's experience, and more. DM II includes heavy-duty puzzles and mazes (nine huge levels), and enemies that are way smarter than the average A.I. Some of the special effects may seem a little mechanical and dated by current standards, but the heart of this game remains as absorbing as ever. You haven't really done RPG unless you've done Dungeon Master.

By Interplay
Available Now

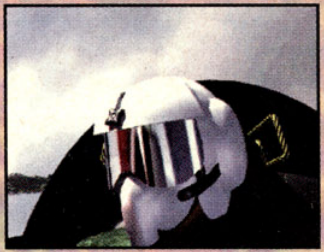
Command and Conquer

PC CD

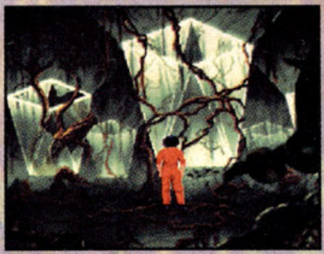
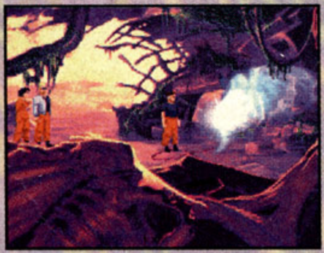




There's a deadly struggle for global domination going on, and you're in the middle of it. As a member of either of two agencies, you embark on dangerous missions in search of a rare mineral that controls the world's economic balance. More than 60 minutes of full-motion video combine with 30 minutes of rendered 3D cinematics and the interface from Dune II to create a level of realism that draws players into the story. Multiple outcomes and multiplayer and network options add considerable depth.

By Westwood Studios
Available Now

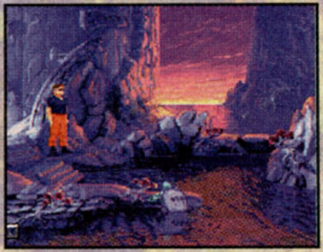
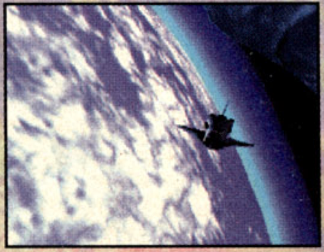


The Dig **PC CD**

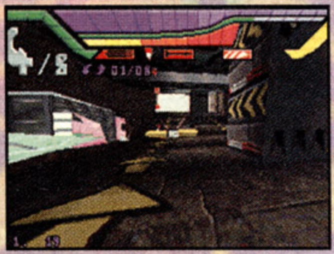
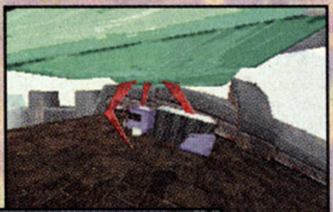



Steven Spielberg's behind this deep-space adventure about a team of explorers who are stranded on an alien planet. You must lead the team as they explore this strange new world and search for a way to escape. LucasArts and Industrial Light & Magic combined efforts to create unusual special effects for The Dig, and a stellar score rounds out the soundtrack.

By LucasArts
Available Winter '95

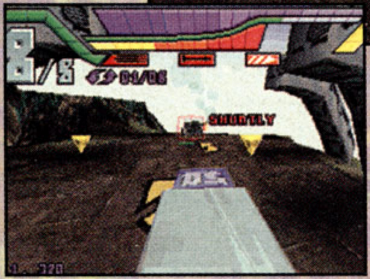



Hi-Octane **PC CD**

EA combined its Magic Carpet engine with high-speed, first-person, hovercar racing for an adrendaline-packed rush. Climb into any of the six armed and dangerous hovercars and race on one of six unique tracks. To win, you must do more than follow the course's gut-wrenching twists and turns – don't forget to scour the tracks for ammo and fuel power-ups. Survival is the name of this game as you attempt to place in the top three enough times to claim victory.

By Electronic Arts
Available Now

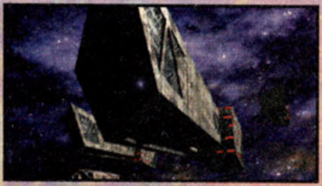


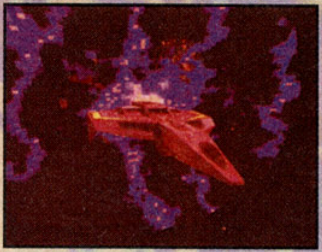
Wing Commander IV

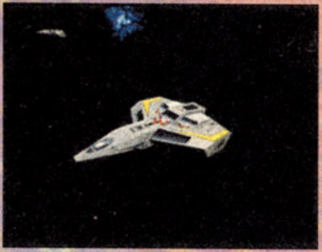
PC CD

The bloody battle between the Kilrathi and the Terrans is finally over – but the action isn't. When civil war breaks out on the home front, Colonel Blair has to save the day. This newest adventure in the classic series features an all-star cast (including Mark Hamill and Malcolm McDowell), enhanced movie-quality graphics (including photorealistic fighters), digital music, and of course a complex and absorbing story line that combines simulation and adventure gameplay.

By Origin
Available First Quarter '96







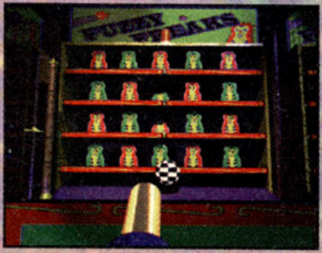
Panic in the Park

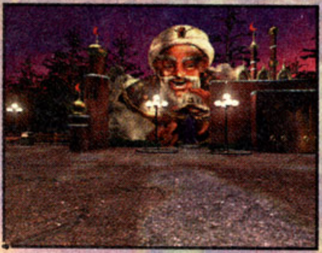
PC CD **Macintosh CD**

A mystery/adventure thriller, Panic in the Park stars Erika Eleniak and more than 30 characters in full-screen video. As a reporter, you must discover the real story behind the aging Skyview amusement park and the good/evil twins that are fighting over it.

To solve the game, you must interact with park employees, solve puzzles, and play amusement-park games. Panic has more than 200 outcomes rendered in a photorealistic 3D environment.

By WarnerActive
Available Now





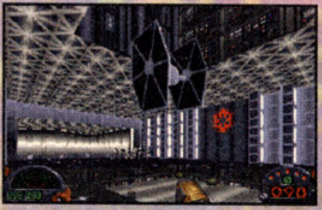
Dark Forces

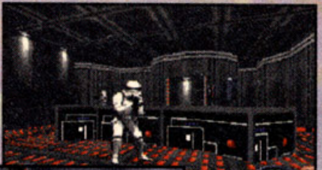
PC CD **Macintosh CD**

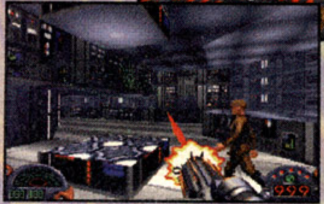
As mercenary Kyle Katarn, you become part of a new *Star Wars* story. The game's gorgeous 3D environment brings 14 large, multilevel worlds to life.

You battle 20 enemies, including Imperials and new aliens. Kyle, armed with a formidable array of weapons, moves in 360 degrees, and can duck, crawl, jump, and more. Images from the original *Star Wars* movies and a movie-quality score finish off this masterpiece.

By LucasArts
Available Now







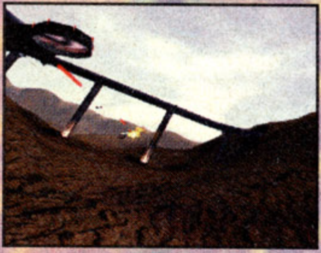
Cyberia²

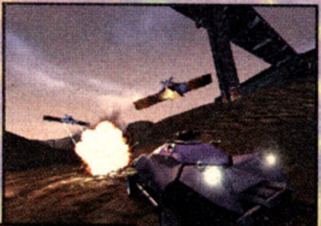
PC CD

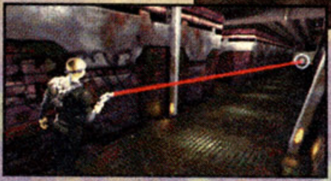
Zak's back. After spending five years in cryogenic hibernation he has a lot of problems – including the possibility that the Cyberia entity still remains within his body.

More than just a sequel to Cyberia, this game combines adventure and strategy gameplay, a new combat engine, more realistic characters created using motion-capture technology, lots of new enemies, cinematics, and more.

By Virgin Interactive
Available December





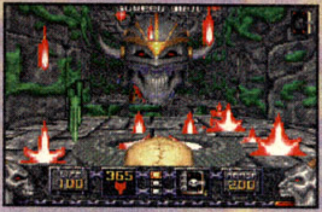


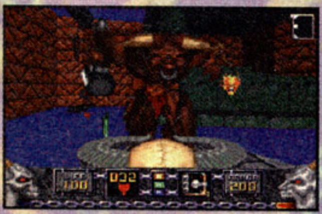
Heretic

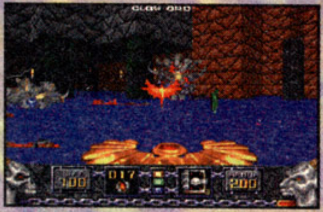
PC CD

Heretic is a lesser-known, but just as exciting, supernatural blastfest from the makers of Doom. Voyage through a magical 3D world populated by elf wizards, flying gargoyles, sabreclaws, and the like. Up to four players can connect across a network to go head-to-head or join forces to explore Heretic. As you roam through the game's 27 levels of first-person Doom-style play, you're armed with seven magical weapons, including a wizard's staff.

By Id Software/GTE Interactive
Available Now







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Store Purchased ______________________________

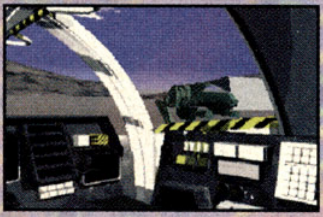
Game System Owned (Circle All that Apply): Super NES, Genesis, Game Boy, Game Gear, Sega Saturn, Sony Playstation, 3DO, Nintendo Virtual Boy, Sega Nomad

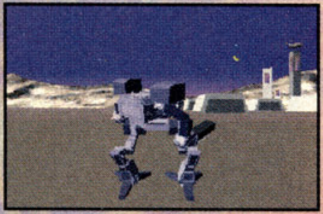
OFFER EXPIRES 2.29.96

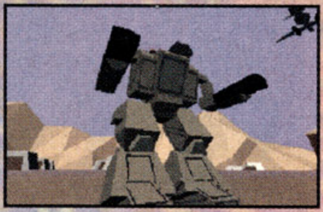
MechWarrior 2 PC CD

After a humiliating defeat, the Clans retreated to their world. Now you seek to become Khan and lead the next attack on Terran space. To gain control, you must strap yourself into one of 15 battlemechs, each with unique lethal armaments. The 50-plus missions take place across urban landscapes and deserts. You fight from within a virtual 3D cockpit that rocks and rolls with the action and gives you a first-person 360-degree perspective. A network package enables up to eight players to battle cooperatively or competitively.

By Activision
Available Now



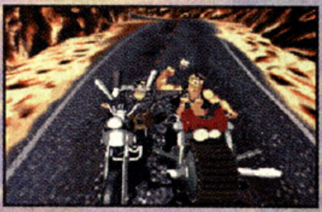


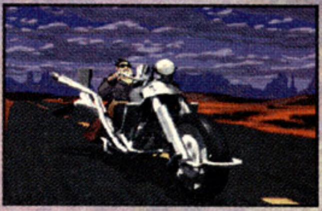


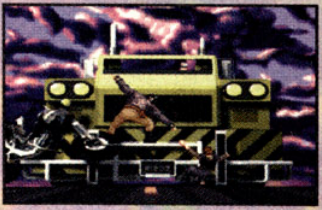
Full Throttle PC CD

Mark Hamill (Luke Skywalker of *Star Wars* fame) supplies just one of the 24 digitized voices in this graphic action/adventure. As Ben, leader of the Polecats' motorcycle gang, you must try to unravel a story of corporate greed and murder. The gameplay includes exploration, puzzle sequences, and item collection. The action segments range from hand-to-hand fighting to a demolition derby–style smash-em-up. Gorgeous animated cut scenes round out the multimedia effects.

By LucasArts
Available Now



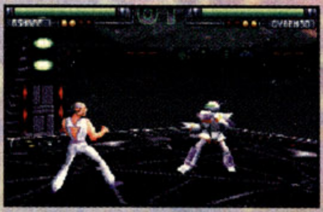


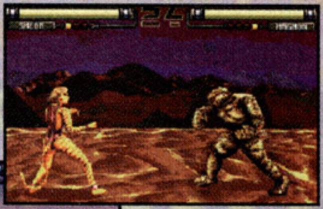


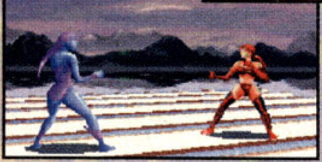
FX Fighter PC CD Macintosh CD

This game is just about the best head-to-head fighting action for the PC to date. Fight as one of eight races with more than 40 regular and special moves. The game's polygon-based graphics are fairly smooth, and the controls, though not lightning-fast, are responsive. Just keep in mind that you need a fairly loaded PC to do this one right.

By GTE Interactive
Available Now



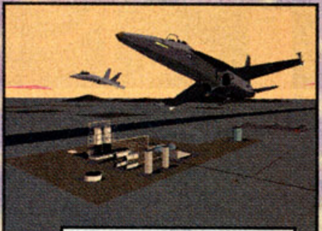


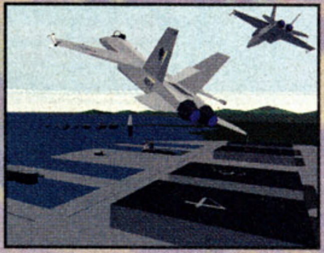


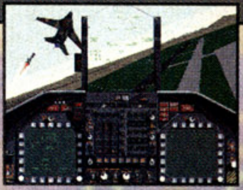
F/A-18 Hornet 2.0 Macintosh

This sim game puts you in the cockpit of an F/A-18 Hornet. The much-awaited Mac upgrade adds graphical detail, new voice communications, and other suggestions from actual pilots. The 28 Kuwaiti-theater missions from the original FA-18 are in the upgrade, so if you have the original game, you can just snag the Korean Crisis upgrade for an additional 28 sorties.

By Graphic Simulations
Available Now



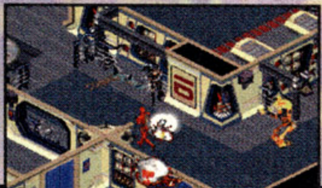


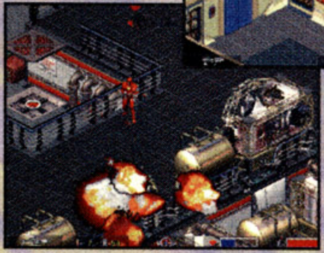


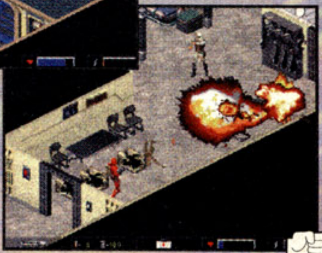
Crusader: No Remorse PC CD

In this shoot-em-up, you try to dismantle a global dictatorship during 15 deadly missions. Depending on your mood, you can set the ¾-overhead view action for straight shooting all the way to easier combat combined with puzzle/strategy play. If you like a little real-time strategy mixed in with your destruction, Crusader offers a great blend of blasting (you can destroy just about everything you encounter – with full VGA graphics effects) and the opportunity to use your wits.

By Origin
Available Winter '95







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Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by January 25, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

Your name ______________________ **Age** ________

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1) Please indicate whether you read and/or how useful you found each of the following articles from the January issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

The Cover	All / Some / None	5 4 3 2 1
Letter from the GamePros	All / Some / None	5 4 3 2 1
The Mail	All / Some / None	5 4 3 2 1
GamePro Gallery	All / Some / None	5 4 3 2 1
Buyers Beware	All / Some / None	5 4 3 2 1
ProNews	All / Some / None	5 4 3 2 1
GamePro Online	All / Some / None	5 4 3 2 1
The Cutting Edge	All / Some / None	5 4 3 2 1
GamePro Labs	All / Some / None	5 4 3 2 1
The GameMakers: John Tobias	All / Some / None	5 4 3 2 1
Up in the Treehouse	All / Some / None	5 4 3 2 1
At Home with the Away Team	All / Some / None	5 4 3 2 1
Overseas Prospects	All / Some / None	5 4 3 2 1
Short ProShots	All / Some / None	5 4 3 2 1
PC GamePro	All / Some / None	5 4 3 2 1
Hot at the Arcades	All / Some / None	5 4 3 2 1
PlayStation ProReviews	All / Some / None	5 4 3 2 1
Saturn ProReviews	All / Some / None	5 4 3 2 1
Genesis ProReviews	All / Some / None	5 4 3 2 1
Super NES ProReviews	All / Some / None	5 4 3 2 1
3DO ProReviews	All / Some / None	5 4 3 2 1
Jaguar ProReviews	All / Some / None	5 4 3 2 1
Neo•Geo ProReviews	All / Some / None	5 4 3 2 1
Game Gear ProReviews	All / Some / None	5 4 3 2 1
Game Boy ProReviews	All / Some / None	5 4 3 2 1
Sports Pages	All / Some / None	5 4 3 2 1
Role-Player's Realm	All / Some / None	5 4 3 2 1
ProStrategy Guide:		
Tekken 2	All / Some / None	5 4 3 2 1
SWATPro	All / Some / None	5 4 3 2 1

2) What game systems do you currently own?

- ☐ 32X
- ☐ 3DO
- ☐ CD-i
- ☐ DOS/Windows personal computer
- ☐ Game Boy
- ☐ Game Gear
- ☐ Genesis
- ☐ Jaguar
- ☐ Macintosh personal computer
- ☐ Neo•Geo
- ☐ PlayStation
- ☐ Saturn
- ☐ Sega CD
- ☐ Super NES
- ☐ Virtual Boy

3) Please indicate which of the following publications you purchase or read at least 6 times per year:

- ☐ Die Hard Game Fan
- ☐ Electronic Gaming Monthly
- ☐ Electronic Gaming Monthly 2
- ☐ Game Players
- ☐ GamePro
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Video Games
- ☐ Tips & Tricks

4) How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other ____________________

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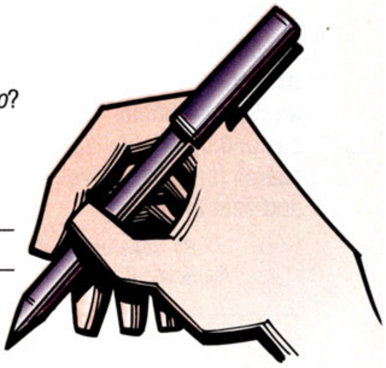

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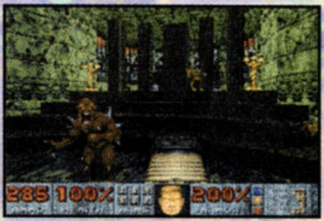
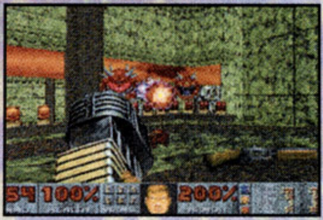
1/96

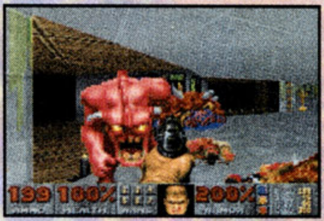
Ultimate Doom **PC CD**

Arguably the hottest computer game of all time, Doom comes in a package that's billed as the "ultimate bestial binge." This version includes the three original episodes of Doom (all 27 demon-bashing levels), plus 9 new episodes entitled Episode IV: Thy Flesh Consumed. If you've been living in a cave and don't know what all the buzz is about, Doom's gameplay is first-person, maze-exploration, run-n-gun action.

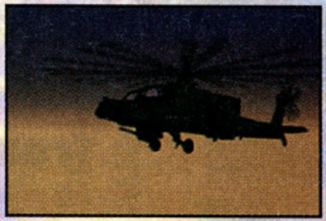
By id Software/GTE Interactive
Available Now

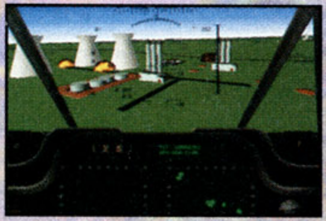






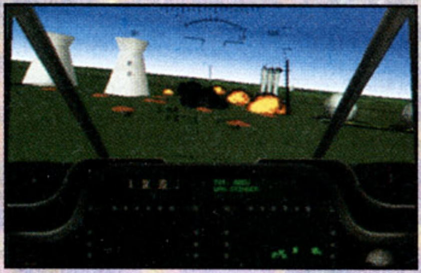
Apache **PC CD**





Helicopter flight-sim action reaches new heights with the release of Apache. Up to eight players (over a network) can soar in air-to-air combat that includes preplanned missions as well as the ability to access complex, detailed, mission-planning features. Navigate your AH-64 Apache Longbow across terrain that's rendered with amazing detail, thanks to new 3D visual technology.

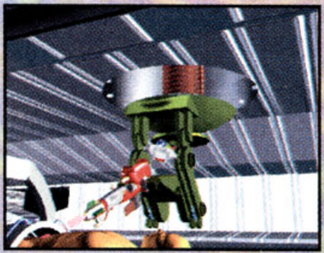
By Interactive Magic
Available Now

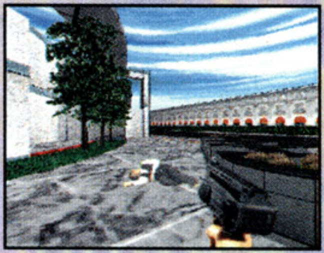


TekWar **PC CD**

Based on William Shatner's series of the name, TekWar stars Shatner in this full-motion-video action/adventure game. It's 50 years in the future, and the drug of choice in new L.A. is Tek. Your job is to stop the Tek Lords and an epidemic of deadly addictions. As Walter Bascom, head of the Cosmos detective agency, you're guided by Shatner through the city and the Matrix labyrinth to search for clues, solve puzzles, and beat the enemy.

By Capstone
Available December

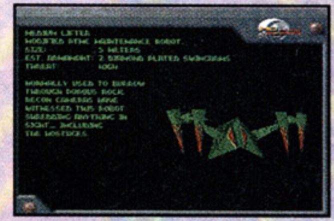


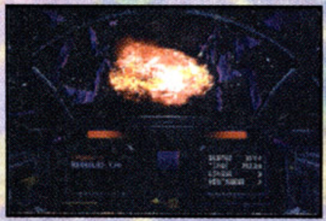


Descent **PC CD**

Slip in this CD and plunge deep into the lunar mines where an unknown alien race has taken over the Post Terrain Mineral Corporation. As you seek out your alien nemesis, you explore a full 360-degree environment, illustrated in stomach-churning 3D graphics. Up to eight players (over a network) search the mines for hidden power-ups, repair stations, and menacing enemy robots as they try to destroy enemy command centers.

By Interplay
Available Now

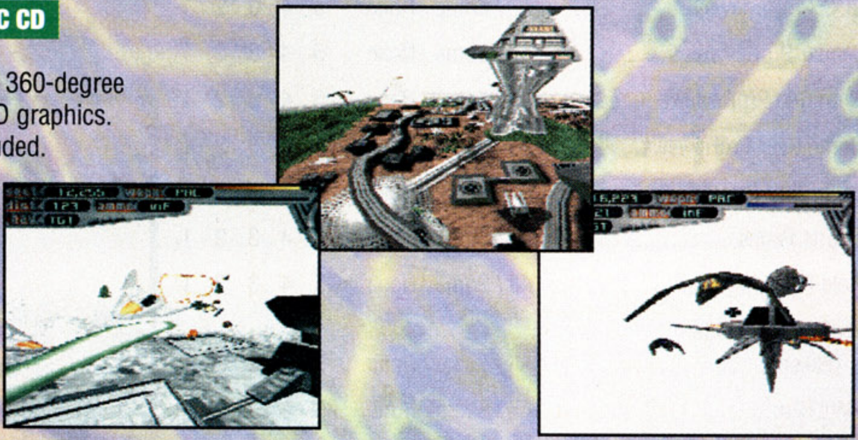




Terminal Velocity **PC CD**

In Terminal Velocity, a futuristic racing game, you're a pilot in the Ares Squadron, flying the fastest high-tech craft ever designed. Armed with seven weapons and power-ups, you explore more than 400,000 square miles of terrain across nine planets. Over a network, up to eight players clash in air-to-air or air-to-ground combat, rendered with full 360-degree movement and 3D graphics. Barf bag not included.

By 3D Realms
Available Now



LOOKS CAN KILL.

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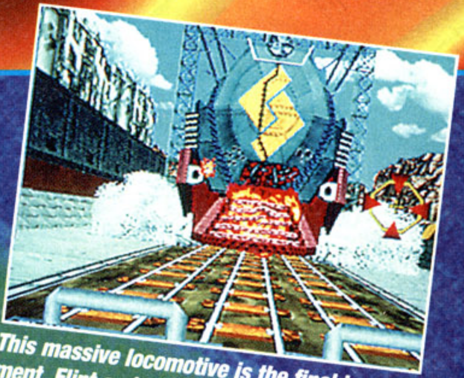
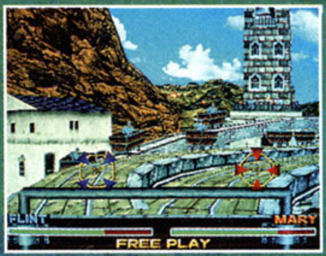
HOT AT THE ARCADES

RAIL CHASE 2

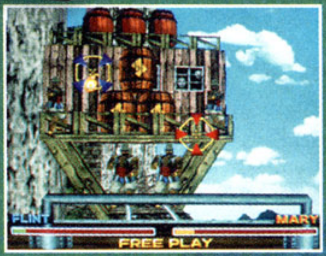


This massive locomotive is the final impediment. Flint and Mary must destroy all the sections of the train while warding off incoming missiles.

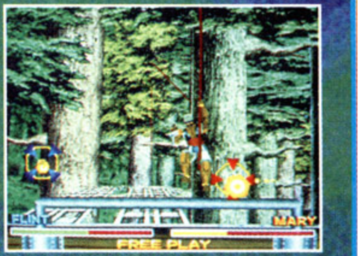
By Nob Ogasawara



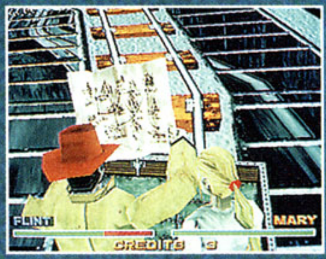
To increase Rail Chase's replay value, players can choose various paths throughout the game.



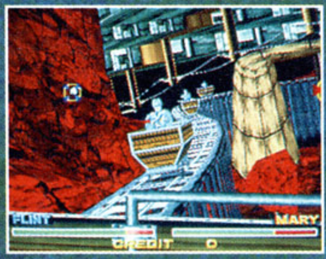
You'll find hidden power-ups and health icons to grab throughout the game.



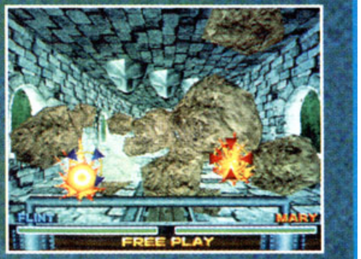
Straight out of the movie Tarzan, enemies swing from vines and attack you.



Flint and Mary review the course map to see what adventures are coming next.



Play a little game of chicken as you go head-to-head against an emeny mine cart.



Inside the mine shaft, destroy all the boulders that are directly in your path.

In this prequel to Rail Chase, Flint and Mary are back for more out-of-control mayhem on a runaway rail cart.

The Chase Is On

Rail Chase 2 makes the switch to the highly advanced Model 2 board, and the graphics have been vastly improved with astounding 3D texture-mapped polygons. Objects are rendered on the fly, so the illusion of 3D depth is excellent. Not that you have time to take in the scenery, though – you're too busy shooting everything from enemy rail carts and bomb-dropping biplanes to vampire bats and giant killer bees.

Unlike the first game, which was literally on rails, your cart spends a lot of time off the rails. At the start, the cart plunges down a mine shaft into an enemy fortress. From there, things get progressively worse.

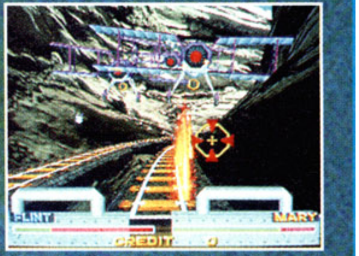
Among some of the more fun things you'll see and do are a trip down a log chute used for ferrying cut timber, an extremely bumpy ride across the roofs of a factory complex, and even an icy lake where the cart spins around in dizzying loops. While your direction is limited by the rails, it's possible to nail switch boxes to choose alternate paths. You can also pick off boxes containing health-restoring items that the enemies have placed conveniently within range.

On Rails

As in other Sega ride games like Jurassic Park and the first Rail Chase, two players are seated side by side on a bucking, bouncing bench that moves on three axes (up-down, back-front, and side to side). The motions of the seat match the onscreen action quite well. Although it's not possible to re-create the negative G-forces of sudden dives, the shock of impact certainly can be felt.

With a big 50-inch rear-projection monitor to suck you into the game, Rail Chase 2 is definitely worth checking out for a rocking good time. G

By Sega of Japan
Available Now in Japan

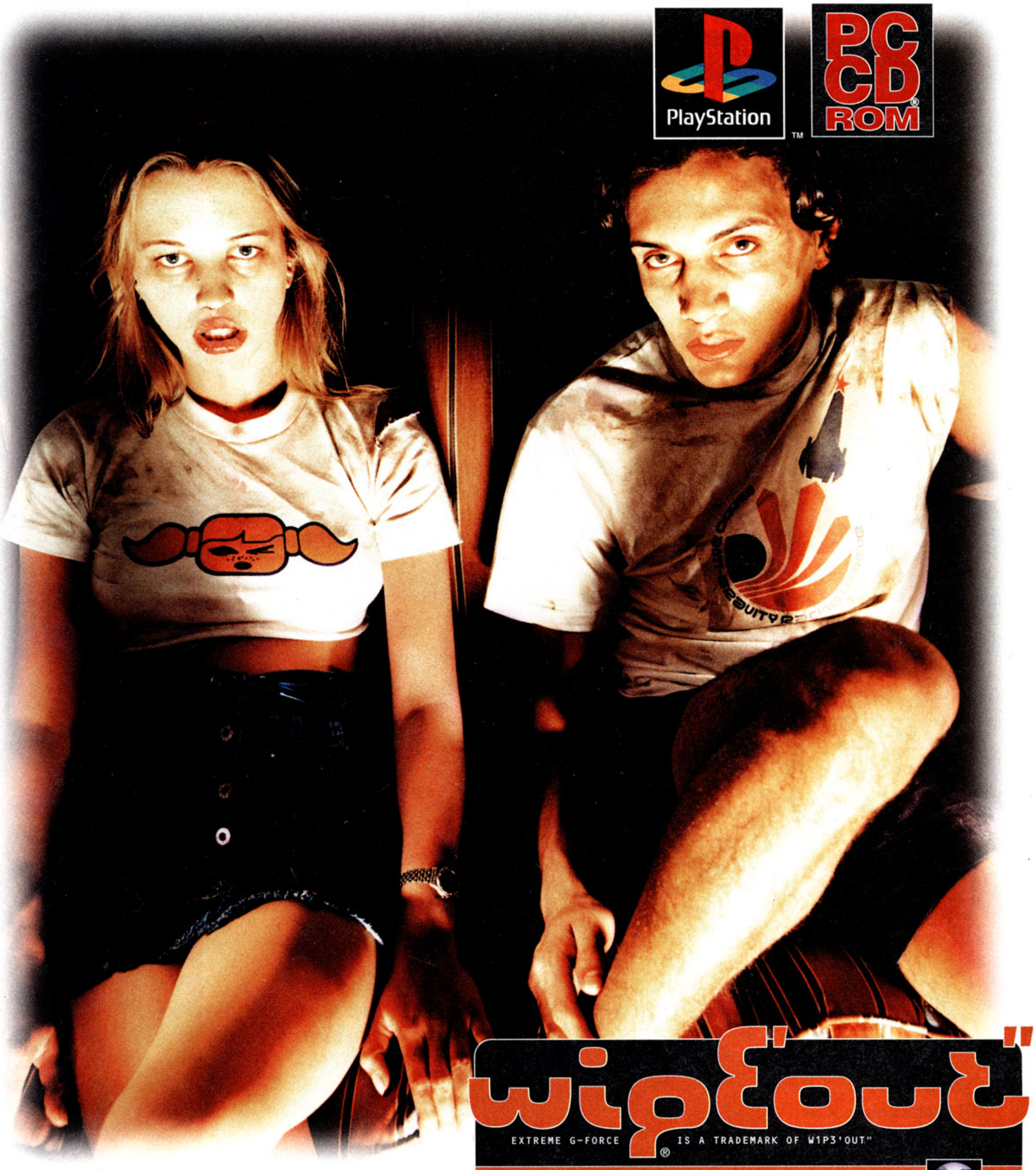


Not all the action in the game happens in front of you. Rotating camera views keep you on your toes as enemies attack from behind and both sides of the cart.

SONY

PlayStation

PC CD ROM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"This is the single best racing game ever" - Game Players 96%

"More flash and substance than most games were ever meant to have" - Next Generation 5/5

"Best home racing game ever" - Die Hard Game Fan 93%

"Will leave you drenched in sweat and grinning" - Game Pro

"The best reason to own a Playstation" - Ultimate Gamer 9/10

KIDS TO ADULTS
K-A
AGES 6+

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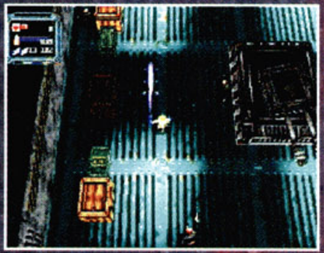
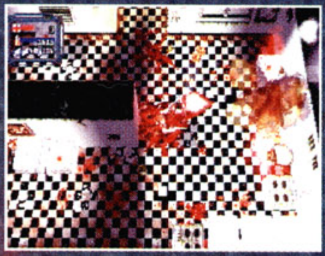
By Major Mike

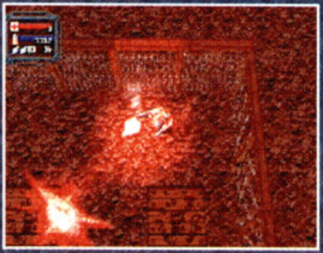
Loaded is an intense, violent game that gives new meaning to the term shoot-em-up. This is The Wild Bunch of the genre and the bad boy on the PlayStation block: Enemies don't flicker and vanish – they explode into a bloody mess (unless you play as Butch, who leaves a nice pile of ashes). When you get down to it, though, this is standard shoot-and-move fare. Mindless but fun.



PROTIP: The sentry guns are a big pain, but they're easy to destroy. Just keep circling them and blast away.



So this is the reason it's called a mess hall!



PROTIP: For firepower with a wide spread, use Cap N' Hands.

Unlikely Heroes

Loaded features six characters unworthy of sympathy. There's Mama, an abandoned baby who never grew up; Bounca, a numbskull who enjoys hitting people; Cap N' Hands, a 200-year-old space pirate; Vox, a hi-fi nut who uses sound to destroy enemies; Fwank, a psychotic who cares only about his teddy bear and his big gun; and Butch, the "most dangerous cross-dresser in the galaxy," who uses a flame thrower.

PlayStation Game ProFile

Loaded

(By Interplay)

MATURE M AGES 17+

Loaded lives up to its name with a top-view splatterfest. Anything goes in this awesome shoot-em-up that will leave you screaming for more.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable

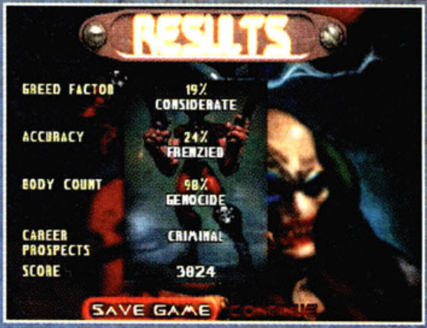
$40	2 players
CD	15 levels
Available now	Overhead view
Shoot-em-up	Multiscrolling

The game's objective is simple: Find the exit to each level. Of course, the only thing standing between you and that goal is about 2000 bad guys. To conquer the hordes, each character is armed with a distinctive weapon. Pick your character wisely because, although these weapons can be powered up, there isn't a variety of them to choose from. Each character also has a smart-bomb attack that destroys everything on the screen. (Be forewarned, though – the effectiveness of the smart-bomb attack varies from character to character).

The stages are gigantic and challenging with wave after wave of enemies just asking to be blasted. Several hidden areas can be revealed by shooting walls, and there's no shortage of weapon power-ups, bullets, or life icons. Just shoot everything – you may have limited ammo, but you never know what you'll find.

Slaughter with A Smile

Loaded lives up to its name, especially in the graphics and sound department. The game looks awesome with smoking



RESULTS

GREED FACTOR 19% CONSIDERATE

ACCURACY 24% FRENZIED

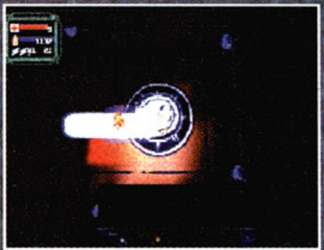
BODY COUNT 98% GENOCIDE

CAREER PROSPECTS CRIMINAL

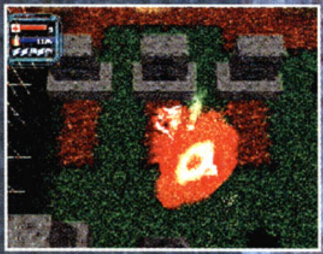
SCORE 3824

SAVE GAME CONTINUE

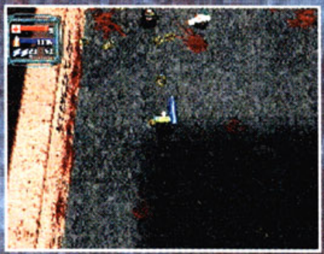
End-level stats record your carnage.



PROTIP: Keep firing when you enter a teleporter on Stage 2. You may be warped into a room filled with bad guys.



PROTIP: The slow zombies can absorb several shots before they die. Keep your distance when taking them on.

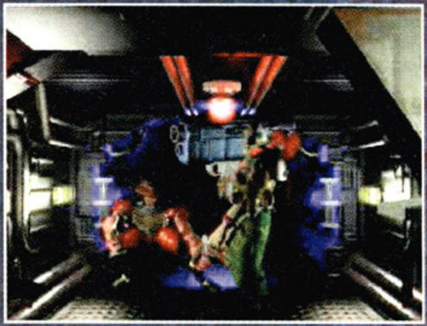


PROTIP: If you move slowly and maintain some distance, you can get within firing range of your enemies and they won't fire back.

guns, smoldering scorch marks, and other telling details. All that's missing is a trail of bloody footprints to mark your path through the carnage.

Some of the eye-filling graphics include Butch's flapping dress, the gory red demise of enemies, and bizarre creatures, including attack dogs, scorpions, and rats. The rats are so creepy that you'll catch yourself propping your feet up off the floor. You can scale in and out any time during the game, and the lighting is particularly effective (your character even changes color along with the light source). One quibble, though, is that some of the stages are so dark they're hard to navigate.

There are enough ringing explosions, gun blasts, splats, grunts, and groans to keep up with the action. Some of your enemies even say "Halt" and "Freeze." Let your guns reply to that. The music offers a nice variety, ranging from hard rock tunes (complete with lyrics) to simple synthesizer rhythms (like something out of a John Carpenter movie).



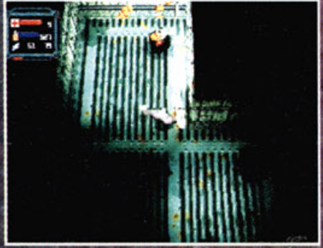
It's not all shooting – there are also cinematic sequences.

Kudos for Control

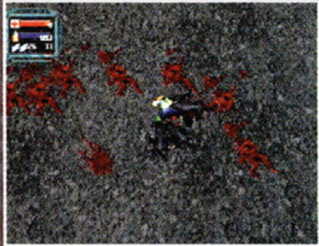
With your character horribly outnumbered, Loaded evens the odds with great controls. You can run and fire in any direction, or aim in one direction while moving in another. Every action is keenly responsive, but this is basically a one-button game: All you really need is the fire button. The map is also a big help, especially since it sits unobtrusively in the corner so you can check it without interrupting the action.

Let God Sort 'Em Out

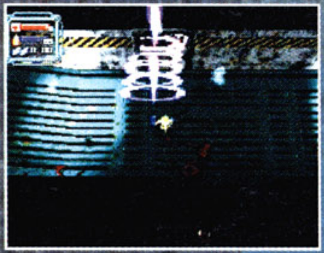
In all, Loaded is a simple premise taken to absurd heights: From the wacky characters to the overblown carnage, the game is generally a blast to play. While it lacks some of the strategy of similar-minded titles like Doom, the action hardly ever lets up. This will be one difficult game to top – let's hope there's a Loaded II on the horizon. G



PROTIP: Crates usually contain helpful items. Shoot any boxes you find.

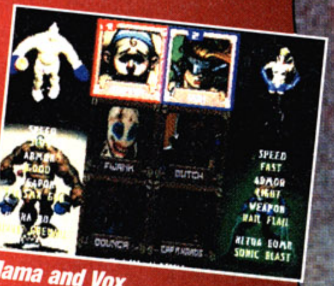


PROTIP: Be especially careful when dealing with scorpions, attack dogs, and rats. Never walk into an area where several are present – they'll swarm you!

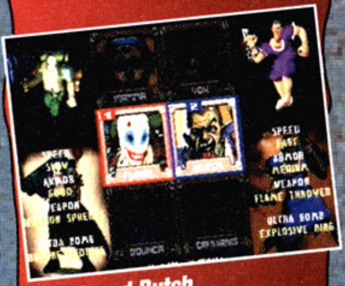


PROTIP: Cracked wall? Shoot it. Secret rooms are often concealed behind decrepit walls.

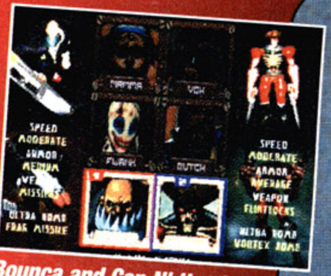
Meet the Loaded Crew


FWANK
BUTCH
BOUNCA
CAP'N HANDS
SPEED
FAST
ARMOR
LIGHT
WEAPON
HAIL FLAIL
ULTRA BOMB
SONIC BLAST

Mama and Vox


MAMMA
VOX
BOUNCA
CAP'N HANDS
SPEED
FAST
ARMOR
MEDIUM
WEAPON
FLAME THROWER
ULTRA BOMB
EXPLOSIVE RING

Fwank and Butch

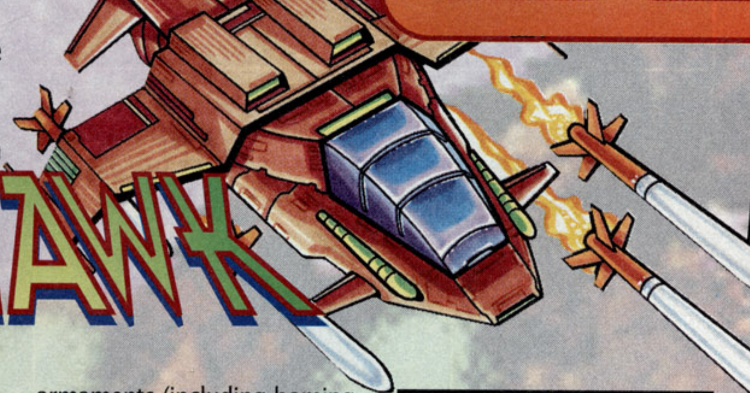

MAMMA
VOX
FWANK
BUTCH
SPEED
MODERATE
ARMOR
MEDIUM
ULTRA BOMB
FRAG MISSILE
SPEED
MODERATE
ARMOR
AVERAGE
WEAPON
FLINTLOCKS
ULTRA BOMB
VORTEX BOMB

Bounca and Cap N' Hands

By Captain Squideo

Just as Shock Wave kept the 3DO flying two years ago, Warhawk now helps launch the PlayStation in

WARHAWK



high style. This sophisticated shooter puts the "awe" back into "awesome."

High Flier

Warhawk sends you on six Desert Strike–style missions that take you from arid wastelands to water worlds and tight tunnels. Each mission requires you to find an evil dictator's fuel supplies while surviving long battles against his ground and air defenses. Flying from either a behind-the-ship or cockpit perspective, you blast wave after wave of tough enemies.

Fortunately, you are well prepared for Warhawk's wars. Your ship is a combination helicopter/fighter jet that hovers, goes backward, roars forward, or executes steep, banked turns. An array of armaments (including homing Swarm Missiles) and powerful pickups (especially the devastating Doomsday Bomb) make you one tough pilot.

Excellent controls let you pull off some of the most precise maneuvers in any shooter. Warhawk effectively uses all of the controller's action buttons and directionals, so you can execute sidesteps, rolls, and loops (which you couldn't do in Shock Wave). You can reconfigure the controller, and you can switch views on the fly.

Soar Eyes

Warhawk's graphics are top flight. Sharp full-motion video sets the stage for the action, detailed setup screens thoroughly describe each weapon, and simple status displays don't intrude. Smoking planes and bright explosions litter the sky during dogfights, while big cruiser ships loom ahead waiting for your attack.

The sounds also soar. Clear voices and war noises ring true, and the orchestrated music sounds like something from *Star Wars*.

War Wounds

If there's a flaw in this game, it's the difficulty. The intense fight begins immediately with no warm-up, and even on the Granny setting you'll eat a lot of desert before you master the complex controls. But the crashes and burns are worth it: Warhawk's a winner. G

PlayStation Game ProFile
Warhawk
(By Sony Interactive)

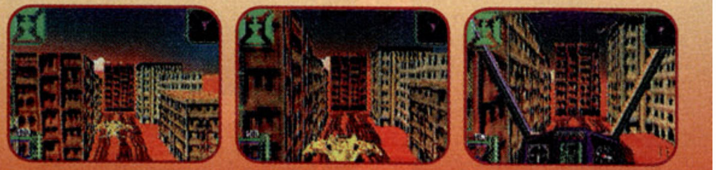
KIDS TO ADULTS K-A AGES 6+

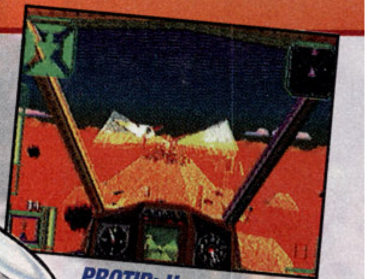
Warhawk puts you in the cockpit of a sophisticated Harrier-style jet flying through six long, tough missions. This is one of the best new PlayStation shooters.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	ADJ. Adjustable

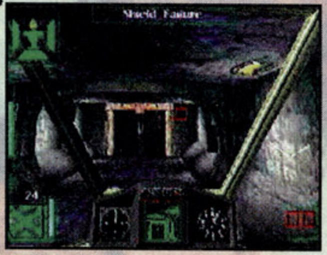
Price not available	1 player
CD	6 missions
Available now	Multiple views
Shooter	Multiscrolling

Warhawk's Three Views

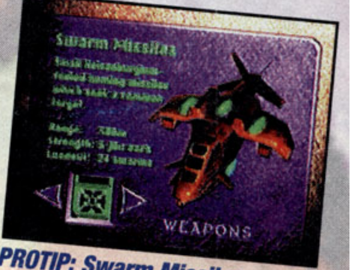




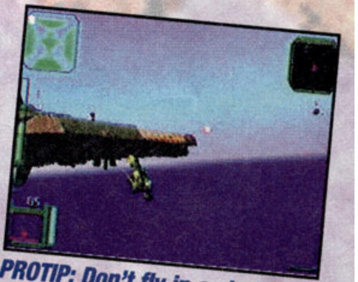
PROTIP: Use rockets against imposing stationary targets.



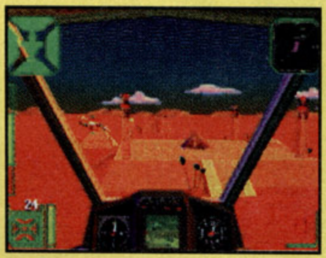
PROTIP: When you're in long tunnels, just concentrate on maintaining a smooth flight path.



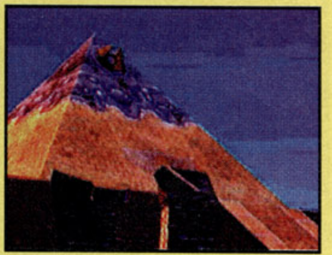
PROTIP: Swarm Missiles are awesome multiple weapons that attack in clusters. Use them against small, hard-to-target enemies.



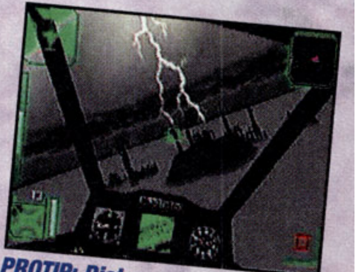
PROTIP: Don't fly in a straight line as you approach big enemies, or you'll be an easy target.



PROTIP: In the first mission, knock out the tops of these four towers...

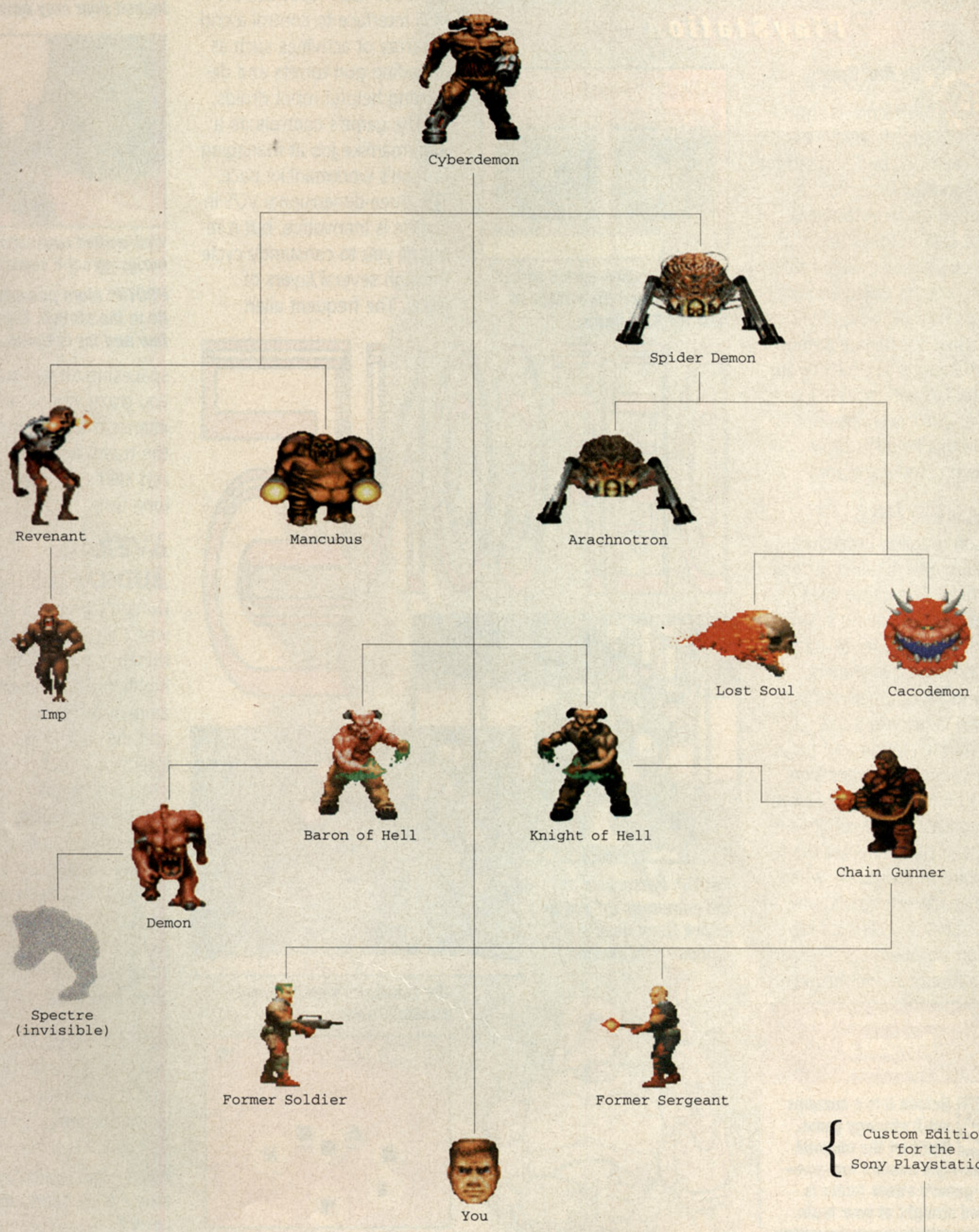


...to make the fortress pyramid rise from the desert.



PROTIP: Distances are harder to judge in the night missions, so use your radar as you target moving enemies.

{ An introduction to the hierarchy of Doom. }


Cyberdemon
Spider Demon
Revenant
Mancubus
Arachnotron
Imp
Lost Soul
Cacodemon
Baron of Hell
Knight of Hell
Chain Gunner
Demon
Spectre
(invisible)
Former Soldier
Former Sergeant
You

{ Custom Edition
for the
Sony Playstation. }

Doom. The Sony Playstation Custom Edition. Over 50 levels of madness and mayhem from Doom I and II. Plus all new levels of destruction as well. Every weapon, monster, and surprise you loved before. Plus a two-player Deathmatch mode for when you're feeling really nasty. The nice thing about Doom is you always know where you stand. Even if it's at the bottom of the food chain.

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DEFCON 5

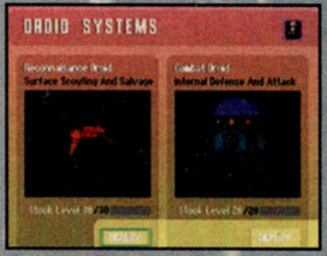
By Bro' Buzz

"Defcon" is short for "defensive condition," and it's condition red for the long haul here. You're stranded on an automated space station that's under attack by unknown alien forces. Inside, robots called Berserkers are hunting you; outside, you must coordinate defensive weapons to protect your asteroid. If patience isn't your virtue, don't even attempt to tackle this lengthy, brain-straining strategy game.

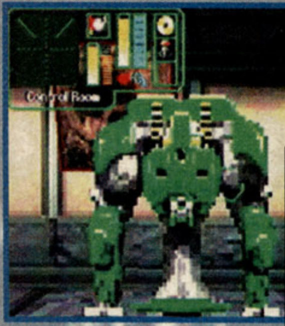
HACKER HEAVEN

Defcon requires procedural thinking and detailed tactical planning. The game does a good job of weaving several interfaces together to create a challenging environment.

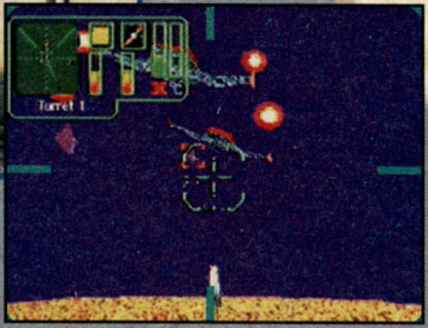
Using a Doom-style first-person view, you travel around the station and fight off invading Berserker 'bots. Don't be fooled by the Doom-like combat, however. It's limited, and definitely not the focal point of the game. When alien spacecraft attack, you fight them in a classic first-person shoot-em-up. The serious strategy action, however, takes place through the station's computer system called the VOS. You must hack the VOS interface to control a critical array of activities such as reloading gun turrets and deploying helpful robot droids.



PROTIP: Position your Combat Droids around the station to fend off Berserkers.



PROTIP: Berserkers are too numerous for you to attack them head on. Ambush 'em, instead.



The gun-turret view reveals a classic shooter.

PlayStation Game ProFile

Defcon 5

(By Data East)

Defcon 5 is a complex sci-fi strategy game. Don't let the minimal Doom-style combat fool you – this game's stress factor is aimed straight at your brain.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	ADV. Advanced

$59.95
CD
Available now
Strategy

1 player
First-person view
Multiscrolling
Save feature

The game's controls do a workmanlike job at managing Defcon's workmanlike pace. The three-dimensional VOS interface is innovative, but it requires you to constantly cycle through several layers of icons. The frequent alien spaceship attacks may drive you crazy, not because of the intense challenge but because the travel between gun turrets takes an interminably long time.

PROTIP: Some doors lock if air quality is bad. Open other doors to circulate fresh air, and the locked door may open.

Well-crafted cinematics set up an intriguing sci-fi scenario.

PROTIP: More powerful weapons lie in the station. They're just few and far between.

AVERAGE AUDIO/VISUALS

Defcon's graphics and sounds won't distract your deep thinking, either. The visual highlights are the excellent, animated cinematic sequences and the slick VOS computer interface screens. The first-person gameplay by which you live or die, however, is decidedly ordinary.

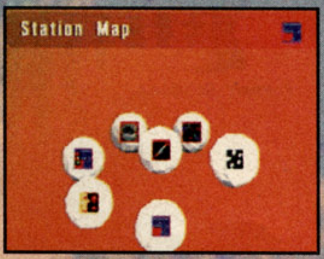
The sounds are definitely low-key but effective. The crystal-clear computer voice relays critical info and the edgy music keeps the atmosphere ominous.

HIGH FIVE

Defcon 5 is tough, slow, and epic. If you're up to a Herculean strategy challenge, Defcon is definitely for you.

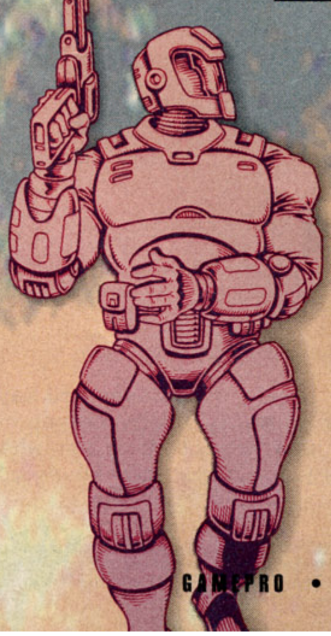
PROTIP: The control room entrance is on Administration Level 6.

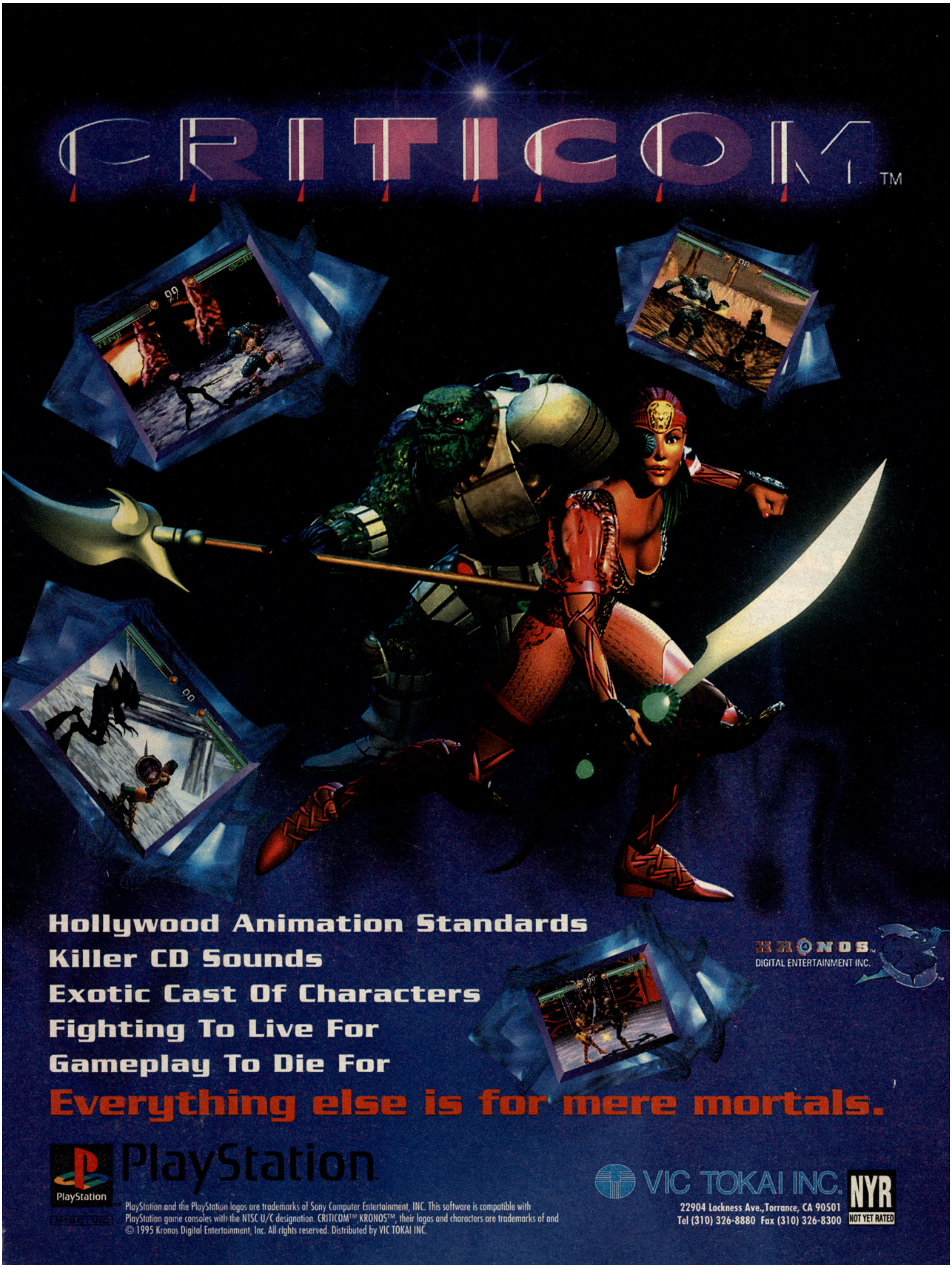
PROTIP: Turret control can be accessed only from the control room.



PROTIP: Use the VOS to lock and unlock doors from the Station Map. It's the best way to keep Berserkers at bay.

PROTIP: Send Recon Droids to downed alien ships to recover important items.





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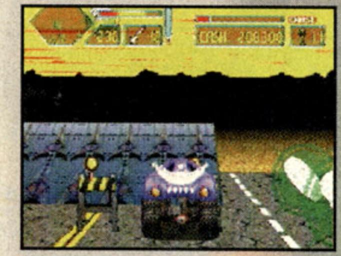
NYR
NOT YET RATED

OFF WORLD interceptor extreme

By Scary Larry

There's a flashy new racer in town, and although it won't come near the speed or finesse of Ridge Racer, OWI Extreme has a shoot-em-up arcade mentality that will appeal to most PS owners.

World of Good



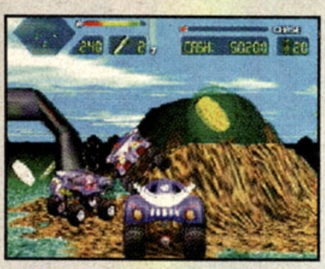
PROTIP: Press Jump when leaping off ramps. Power-ups and coins are often outside of view above ramps.

You pilot an off-roading, missile-firing, nuclear-warhead-equipped vehicle across five planets, wasting enemy vehicles for profit and fun. With the profit, you can enhance your vehicle with better weapons or upgrade to a powerful new vehicle.

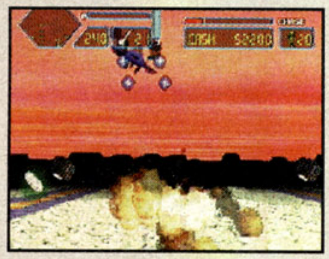
A profusion of options means you have a mass of buttons to memorize. Switching between weapons will require some manual gymnastics.

The chunky graphics have some pixelization but no slowdown. And although the alien worlds could have used an imagination boost, everything else is clean and fast.

Techno background music stays true to the hard-driving action, and the explosions and other sound effects are speaker rockers.



PROTIP: Swerve constantly when being chased. You may lead a tailgating enemy right onto a mine.



PROTIP: Flying nightmares? Use your missiles on any jets you encounter in a level.

Extreme Game

Off World Interceptor Extreme may sound a lot like Rock 'n Roll Racing for the SNES, but it isn't. The views (behind the car and in the cockpit) put you up close and personal into the action, and the speed and explosive gameplay make this one rockin' racing game. After all, blasting aliens while riding a four-wheel drive vehicle is a Texan gamer's dream. G

Off World Interceptor Extreme
By Crystal Dynamics

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	4.0	Adjustable

$49.99	2 players
CD	Multiple views
Available now	ESRB rating: Mature
Racing	

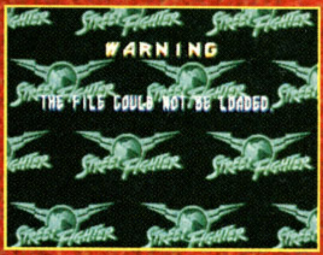
STREET FIGHTER THE MOVIE

By Videohead

It's a game about a movie that's about a game, right? In general, games based on movies are less than inspired. Sadly, Street Fighter: The Movie digs that grave one foot deeper.

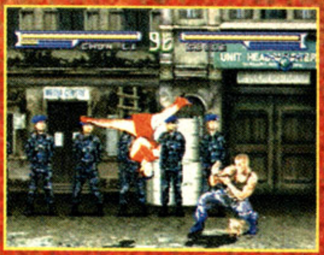
Beat Fighter

You get more than ten seconds of load time between bouts, combos that aren't the same, fighters that are glitchy (like when they take a hit and end up somewhere else on screen), a lag between commands and action...and the moves of Street Fighter...er... sort of.



WARNING
THE FILE COULD NOT BE LOADED.

PROTIP: Don't be fooled! When you see this error message, press Start anyway.



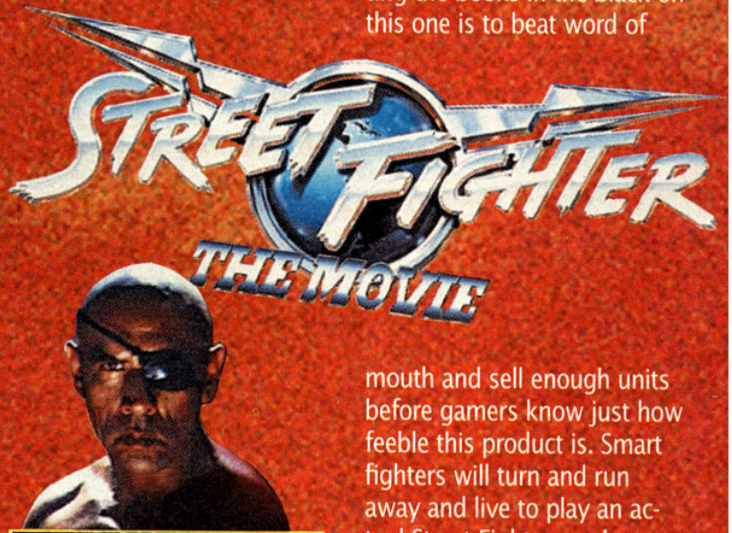
PROTIP: Use the slowdowns during gameplay to your advantage – come out of them with a special or super move.

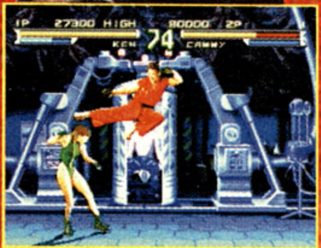
With SF Movie, Acclaim attempted to make a Street Fighter game out of Mortal Kombat-style digitized graphics. It doesn't work here. The washed-out sprites don't even look like the movie's actors.

The voice-overs are awful, but in general the sound quality is good. Clear grunts and groans punctuate the action throughout the game.

Retreat Fighters!

Acclaim's only chance of getting the books in the black on this one is to beat word of mouth and sell enough units before gamers know just how feeble this product is. Smart fighters will turn and run away and live to play an actual Street Fighter product another day. G





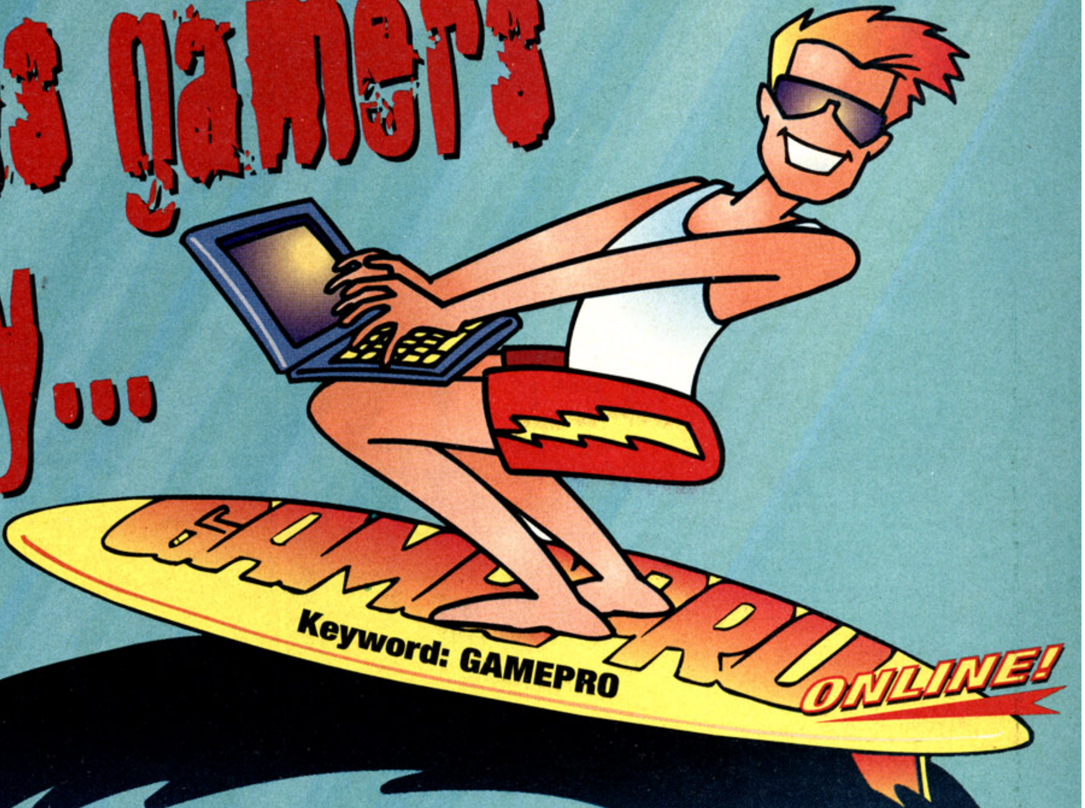
PROTIP: You'll find cross-ups aplenty. Use them often.

Street Fighter: The Movie by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	4.0	2.5	2.0	Adjustable

Price not available	2 players
CD	Side view
Available now	ESRB rating: Teen
Fighting	

serious gamers only...



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KILEAK
The DNA Imperative

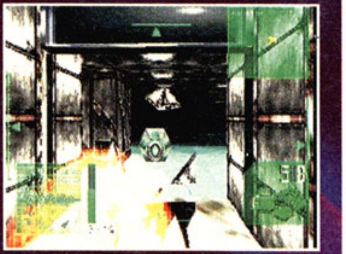
By Tommy Glide

Iron Angel did it on the 3DO. Robotica did it on the Saturn. Now Kileak does it on the PlayStation: These games re-spin the Doom formula, and fail by casting cheesy robots as your enemies.

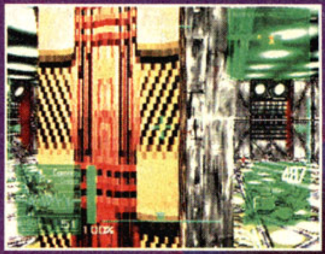
Blender Wars

As an elite soldier investigating a distress call in the year 2038, you must search a South Pole research station and destroy the evil robots you find there. Kileak blends some of Myst's seek-and-find elements with Doom's standard corridor shooting and weapon gathering. But these kamikaze veg-o-matics look about as threatening as the Jetsons' maid, and the game is nowhere near as intense as Doom.

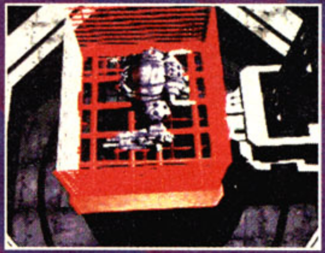
Despite the boring enemies, Kileak shows off some of the PlayStation's graphical capabilities. The research station features considerable detail, the rendered cinema sequences add some much-needed spice, and the scrolling is as smooth as glass.



PROTIP: Enemies hide behind doors, so open the door and quickly retreat with your gun blazing.



PROTIP: Look for orange-and-red-striped walls for battery recharges. Visit them often and before you leave the level.



Finish a level, and you're treated to some snazzy full-motion video.

The clean vocals and explosive sounds deliver. You don't, however, get any solid effects from your mechanized suit, and the wimpy techno soundtrack downplays the urgency of your mission.

Return of the Salad Shooter

The game controls well, and moves at a fairly brisk pace. Limited radar and the ability to move left and right and look up and down are all in your favor. But these won't save you from the enemies, who rely on cheap attacks.

Kileak isn't bad; it's just too polite. PlayStation owners who want the real thing, complete with attitude, should check out Doom. G

Kileak: The DNA Imperative
By Sony Computer Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.0	INT. Intermediate

$59.95	First-person view
CD	Multiscrolling
Available now	3 save slots
Shooter	ESRB rating: Teen
1 player	

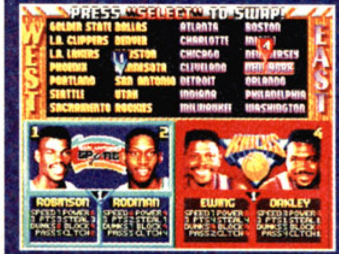
NBA JAM T.E.
TOURNAMENT EDITION

By Videohead

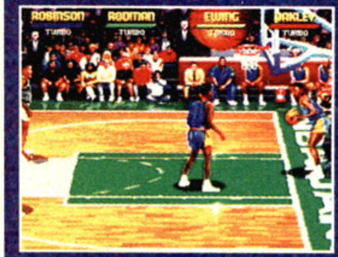
Sure, NBA Jam Tournament Edition for PlayStation boasts all the features of the arcade game. But the ball doesn't bounce so high for the next generation. By now, most gamers are aware of the new options in T.E. – more players, substitutions, and so on – so let's go straight to the nitpicking.

It Isn't the Shoes

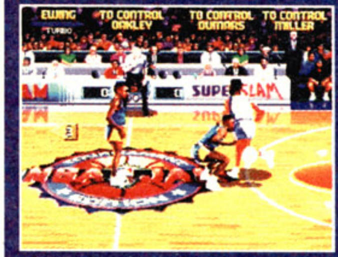
The graphics look good. The crowd movement from the arcade version is intact, and the scaling from the back to the front of the court is respectable. But the definition of elements like players' faces compares unfavorably to the detail in the arcade game. And you sometimes lose a player's noggin off the top of the screen on a monster jam.



PROTIP: Power is the most important stat to possess.



PROTIP: Rather than simply stealing, go for a knockdown to reduce an opponent's stamina.



Games are the only way to Jam.

T.E. provides plenty of new voices, including player names from the announcer. Sadly, they sound a bit choppy, and purists may snivel about a few choice clips that went AWOL (along with the crackling of the ball on fire). The other sound effects are excellent.

The A.I. presents the game's biggest drawback. It's so tough that even the lower difficulty levels can be murder. As a result, the FunFactor takes a hit and replay value drops considerably.

Jammed Out?

Give this CD a rent before purchasing it. The new options are welcome, but the few missing effects and flaky A.I. will make you think twice before you make your PlayStation a JamStation. G

NBA Jam Tournament Edition by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	3.0	INT. Intermediate

$59.95	Side view
CD	Battery save
Available now	ESRB rating: Kids to Adults
Fantasy basketball	
4 players	

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Virtua Fighter 2

By Scary Larry

Finally, a fighting game for the Saturn that looks, feels, and moves just like its arcade counterpart. Virtua Fighter 2 is a fighter's dream, and fans of the original VF have much to rejoice about. Nonfans may also find the game addictive. This is certainly the game to have if you own a Saturn.

Swing Lau

With a story line that's the standard "I wanna win the tournament" bravado, VF 2 is a two-player, one-on-one fighting game featuring ten fighters with authentic martial arts techniques. The styles range from Pai Chan's White Crane Fist to Shun Di's Eight Drunken Immortals.

These styles, coupled with fluid movements for each fighter, make for a realistic fighting game. There are no flaming fists (Street Fighter), projectile fireballs (Mortal Kombat), or animal friends (Samurai Shodown). All you have are your fists, feet, and some fury.

There are also new options, like a Tournament mode, Watch mode (where you see two randomly chosen fighters duke it out), immediate Ranking and Expert modes, and lots of fighter modifications (like life-bar adjustments and enemy skill levels). You won't see any new fighters, though, and the boss is still Dural. Her last stage is now undersea, and your movements are hampered by the water.

In addition to the greatly enhanced graphics, you also get a new, funkier soundtrack, different backgrounds, and tons of moves that were upgraded from the original VF for every character.

Fists of Fury

The graphics consist of high-quality, super-smooth sprites with clean, multilayered backgrounds. The animation on each fighter is fantastic, and so close to real that your nose may bleed after you get hit. Lots of attention was paid to detail, with fighters bobbing in anticipation during lulls in the action and ponytails flapping in unseen breezes. There are also some minuses, including missing background touches like the bridge in Shun's stage.

The sounds are the right mix of jazzy technofunk and hard-hitting sound effects. You may notice that some voice effects, especially Shun Di's, are different from the arcade version. With all the attention to detail, this minor occurrence will seem large only to true fans.

The controls are easy to master because the game uses only three buttons. Although several moves require you to simultaneously press two or more buttons, Sega simplifies this by putting Punch and Guard on Button X, and Punch and Kick on Button Y. This makes several special moves easier to execute.

Piece of the Pai

Sega's first-ever original fighting game, which was a huge hit in the arcades last year, is now the number-one fighting game on the Saturn. Great graphics, smooth controls, and hours of enjoyment are elements sadly missing from games today, but VF 2 has it all. If you own a Saturn, Virtua Fighter 2 is probably the reason. And it was worth its wait in gold! G

Saturn Game ProFile
Virtua Fighter 2
(By Sega)

KIDS TO ADULTS K-A AGES 6+

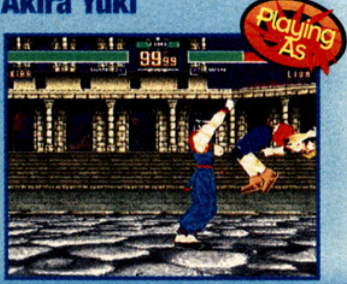
The wait is finally over! VF 2 is ready, willing, and able to deliver all the high-octane fighting excitement you've been able to play only in the arcades!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

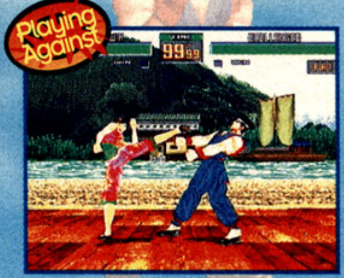
$69.99
CD
Available now
Fighting

2 players
Side view
Multiscrolling

Akira Yuki

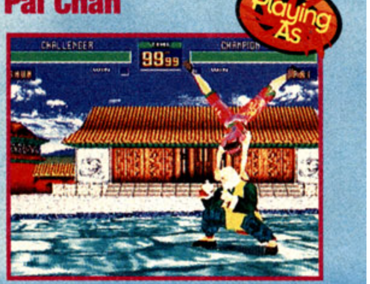


Use the Power Uppercut (tap ↘, ↘, Punch) to throw off an opponent and knock them down.

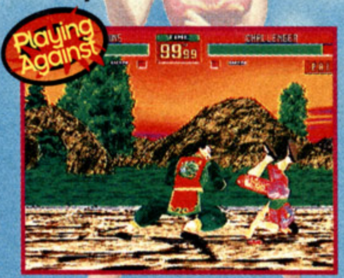


When Akira tosses you behind him, quickly turn around with a punch or kick.

Pai Chan

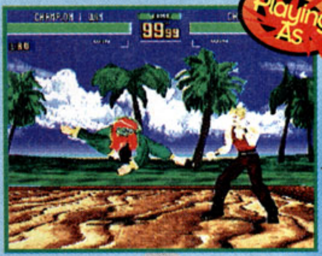


Speed is Pai's strength. When opponents are guarding low, hold → and tap (GPK), and she'll cartwheel over them. Follow up with a sweep.

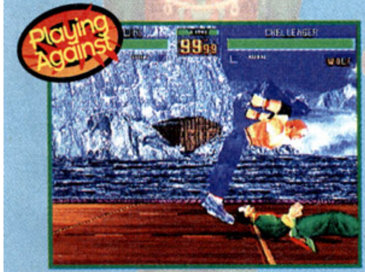


Pai counters most kicks and throws. Sweep her and attack with long-range kicks.

Lau Chan

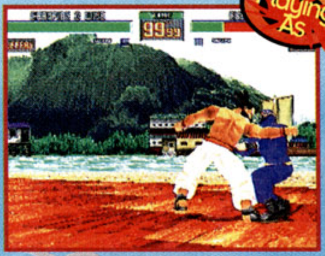


Lau has very quick and effective spin kicks. But you may want to try his forward Cartwheel Kick: tap (↗K) for range.

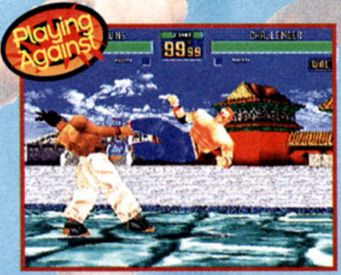

Playing Against

Lau is fast and smart. If you repeat moves, he'll catch on. Go for his legs and pound him when he's down.

Jeffry McWild

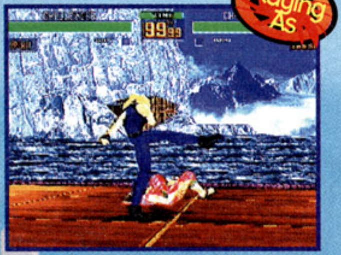


Another powerhouse, Jeffry has a devastating triple head butt. Tap ←, (→PK), (→PK), (→PK).

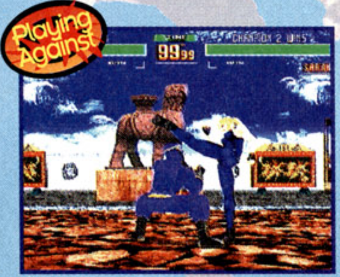

Playing Against

Jeffry is another throwing master. Hit him with long-range attacks, like Wolf's Scissor Kick.

Sarah Bryant

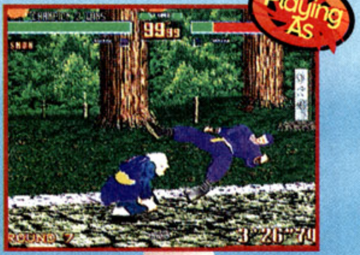


Sarah is one of the most powerful players in the game, and her PPPK combos are the best. She can kick players when they're down (tap ↘, K).

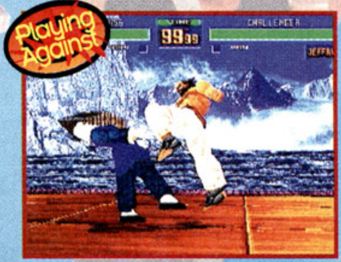

Playing Against

Watch for her long, lethal legs, which come at you with deadly speed. Crouch low and uppercut out of combos.

Shun Di

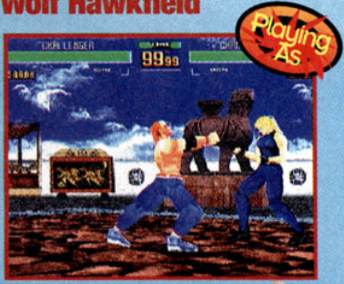


Shun may appear as an old drunkard, but he's the smartest and craftiest fighter in the game. Try his Fall Back by tapping →, (PKG).

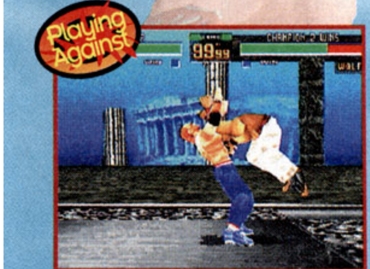

Playing Against

Shun stays low to the ground, so mid-level attacks are the most effective. Forget throwing him.

Wolf Hawkfield

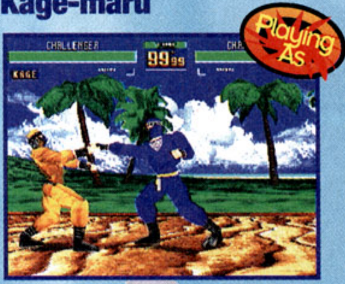


Wolf's power is devastating. His two-handed uppercut is a great waiting move. Hold ↓, and tap (→P) when the opponent is near.

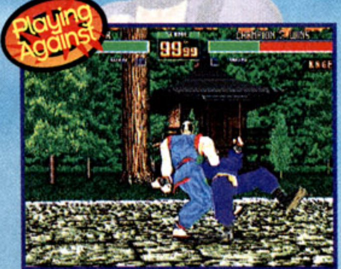

Playing Against

Wolf is a thrower. Stay out of his range with long, low kicks.

Kage-maru

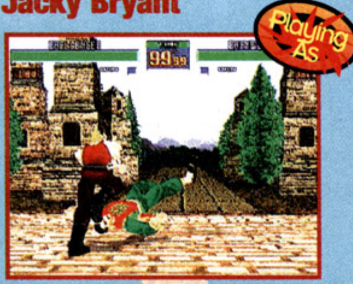


Another speedy player, Kage's devastating Chop Sock (tap ←, ←, P) is very effective.

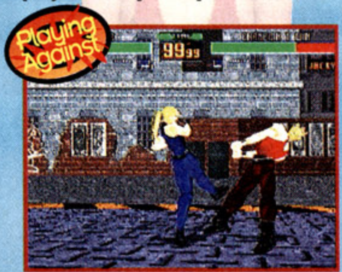

Playing Against

Watch for Kage to double up on moves, like throwing you in the air then coming in with a sweep. Play close and use throws.

Jacky Bryant

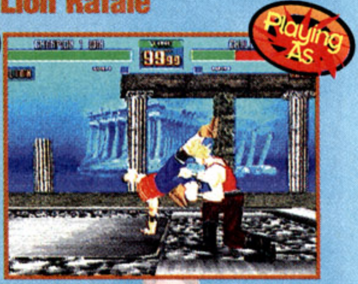


Probably the most powerful player, Jacky has lightning-fast speed and awesome power. Tap ←, →, (PK) for a trip and punch combo.

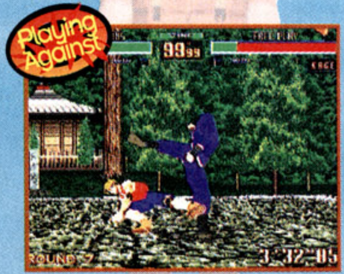

Playing Against

Use short jabs and sweeps against Jacky. Counter with throws.

Lion Rafale



Lion's not very powerful, but he's quick and has a ton of moves. Try fooling opponents with his long-range cartwheel (tap ↗, K).


Playing Against

Watch your feet around Lion – he sweeps with deadly accuracy.

For strength, speed, and that healthy reptilian glow.
OFFICIAL SEGA SEAL OF QUALITY
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K-A
AGES 6+

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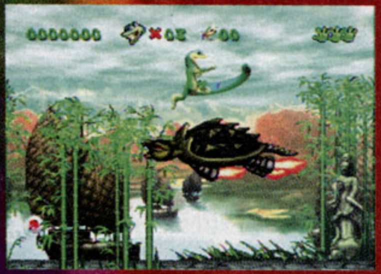
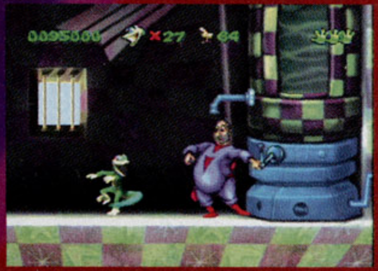
It's GEX, your **bug-munching, tongue-lashing** alter-ego. Oh yeah, we got **Hungry-Man** portions of pop-culture cheese all right. With late night **TV freaks** like **Gamera** and **Flatulence Man.** But it's our special sauce—over 300 hilarious one-liners and sound effects from HBO® comedian Dana Gould—that give GEX **major attitude.**

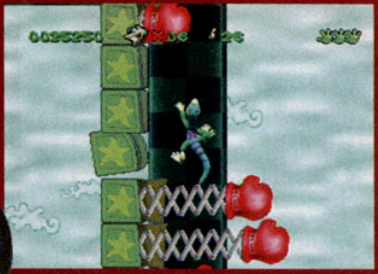
So forget about good taste. And go with the skanky bug **du jour** instead.



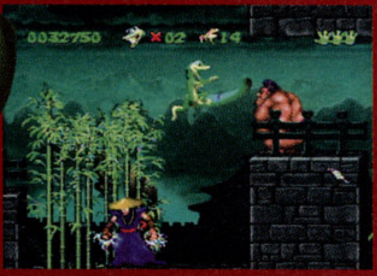
Do not adjust your horizontal hold. 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.



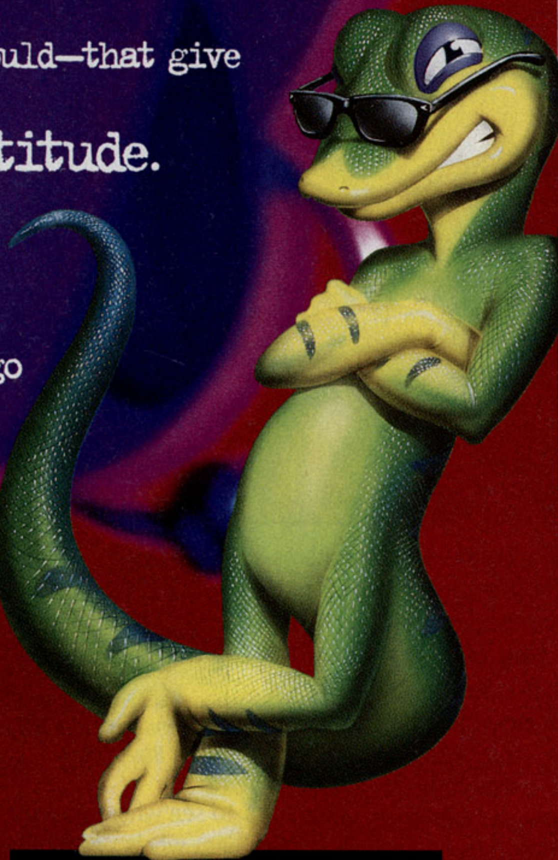
Advance thru different worlds like Indiana Jonesville and Frank N. Steintown. (Legal weasels require we be vague.)



Try jumping, tail-whipping & face-sticking to discover secret levels/bonus stages that only Irv in Engineering knows about.



Electronic Gaming Monthly "Editors' Choice Gold Award"
Diehard Gamefan "Character of the Year"



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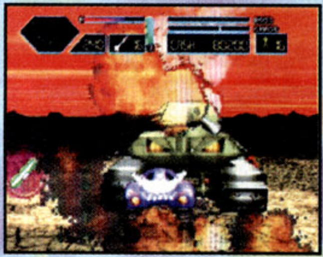
By The Axe Grinder

Off-World Interceptor Extreme isn't as intense as the title implies, but it's a fun ride, nonetheless. This fast-moving shoot-em-up leaves something to be desired, but it does have a unique racing and shooting style – it's like Mega Race without track boundaries.

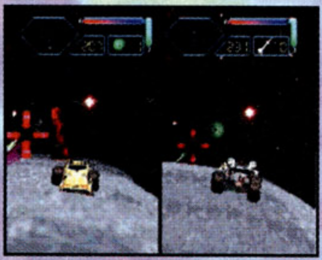
Zoomed Out

Using either a first-person or a behind-the-car view, Extreme has four options: Training, Story, Arcade, and Battle. The first three are for one player; the last one allows you to go head to head.

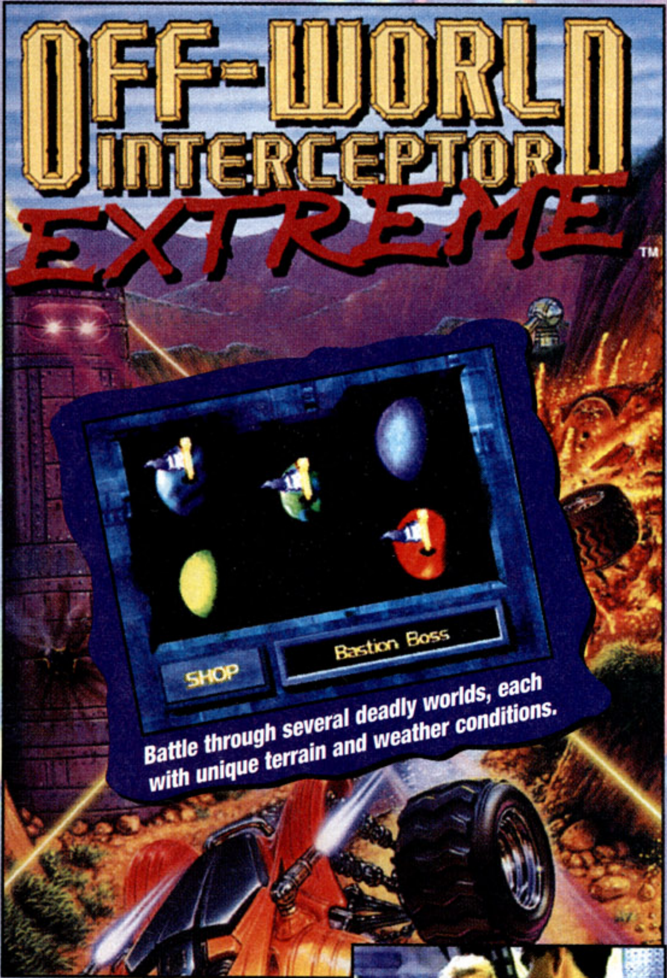


PROTIP: When fighting the boss on Scorch, stay close but off to the side of its rear tires so you score hits without taking any.

In the one-player modes, the object is simple: zoom around five planets shooting bad guys and collecting items. At the last stage of each planet, you must destroy a giant vehicle. Most of the bosses are simple to defeat once you learn their easy patterns. In each area, you're also under a time limit to reach the finish line. The two-player Battle mode isn't much fun; the confining side-by-side split screen doesn't provide any intense action because of the limited field of view. Control in either mode is always dead-on, but you'll need time in the Training mode since all six buttons perform critical functions.



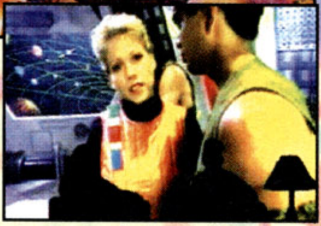
Blow away a friend in the two-player Battle mode.



OFF-WORLD INTERCEPTOR EXTREME™
SHOP
Bastion Boss
Battle through several deadly worlds, each with unique terrain and weather conditions.

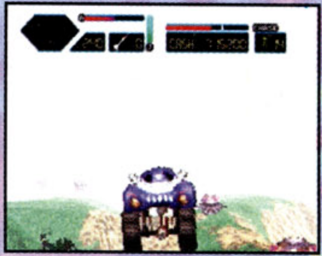
Graphic Breakdown

With all the zooming views and the onrushing surfaces, Extreme's graphics lose points for slowdown and some pixelization. Things onscreen also have a tendency to get overcrowded, making it impossible to see where you are, much less who's shooting you. You can also ride for stretches with your vehicle upside-down, especially in hilly areas. The full-motion video sequences are well done with the nice touch of two wisecracking commentators à la *Mystery Science Theater 3000.*

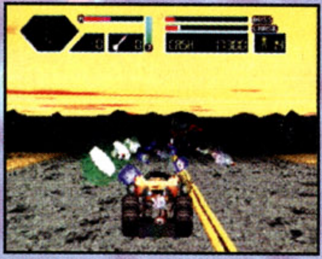


The commentators in the one-player Story mode

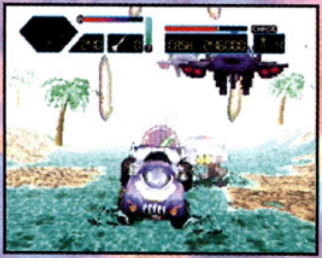
The sounds aren't Extreme, but they're decent. The rockin' tunes go perfectly with the fast action, but the effects lose some audibility against the screaming guitars and the grind of your vehicle's motor.



PROTIP: In the cloudy or foggy stages like Atlantia Point and Bastion, use the radar in the upper-left corner to track approaching objects and enemies.



PROTIP: Don't speed after the Bastion. Instead, slowly move toward him and fire when he's in range.



PROTIP: Shoot down aerial attackers by rearing up on the back two tires and firing.

Rock and Roll Shooting

Extreme does a good job of combining racing and shooting. However, this is more of a test drive than a game you'll drive off the lot to keep. G

Saturn Game ProFile

Off-World Interceptor Extreme

(By Crystal Dynamics)

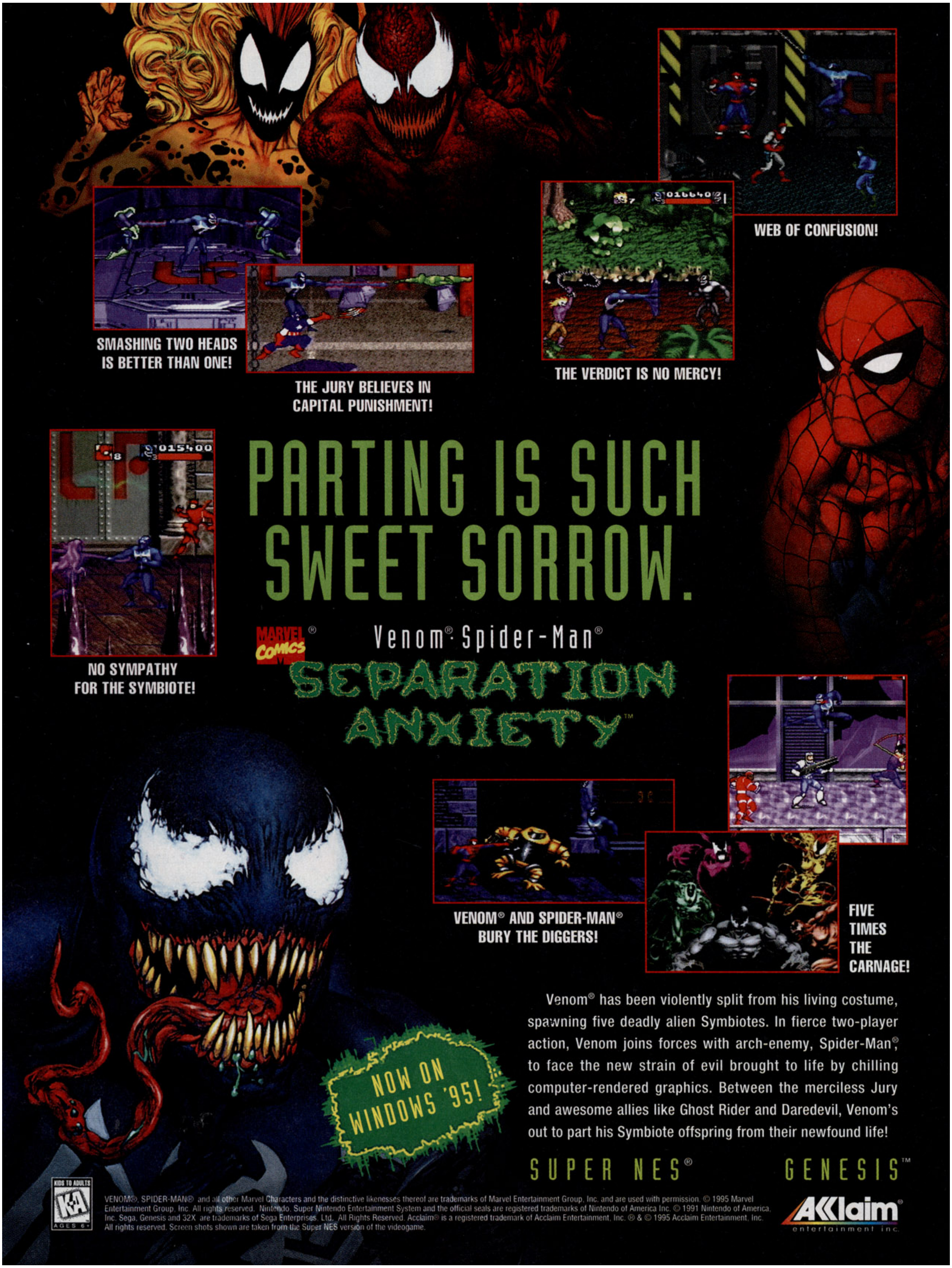
MATURE M AGES 17+

While far from perfect, Off-World Interceptor Extreme provides good thrills and a nice combination of racing and shooting.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	ADJ. Adjustable

$59.99
CD
Available now
Driving/shooting

2 players
5 worlds
Multiple views


WEB OF CONFUSION!
SMASHING TWO HEADS IS BETTER THAN ONE!
THE JURY BELIEVES IN CAPITAL PUNISHMENT!
THE VERDICT IS NO MERCY!
PARTING IS SUCH SWEET SORROW.
NO SYMPATHY FOR THE SYMBIOTE!
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SEPARATION ANXIETY™
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SUPER NES®
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KIDS TO ADULTS
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Venom® has been violently split from his living costume, spawning five deadly alien Symbiotes. In fierce two-player action, Venom joins forces with arch-enemy, Spider-Man®, to face the new strain of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and awesome allies like Ghost Rider and Daredevil, Venom's out to part his Symbiote offspring from their newfound life!

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SEPARATION Anxiety

By The Outlaw

Separation Anxiety is brainless beat-em-up barbarism at its best! The webbed wonder's latest action/thriller lets you play as either Venom or Spider-Man through 13 levels packed with ruthless villains and tumultuous thugs in the thumb-punishing tradition of carts like Streets of Rage.

Sticky Situation

Although Venom and Spider-Man are bitter enemies, they must work together to defeat five aliens before the aliens morph with their host and spread terror throughout the world. Along the way you fight enemy after relentless enemy, and if you make it to the end, you'll witness the resurgence of Carnage, another Spidey villain.

The great player control gives each hero an array of moves from web slinging and wall crawling to scissor kicks and power moves. There are many power-ups throughout the game, but the best by far are the superhero icons, which enable you to call on Captain America, Hawkeye, Daredevil, or Ghost Rider when you need someone to watch your back.

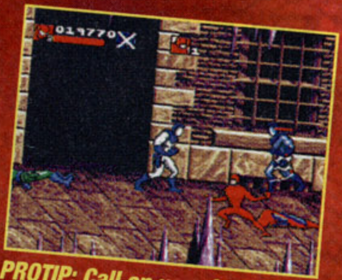
Venomless Features

The graphics and standard layout of the levels won't win awards for originality or substance. The sprites lack detail, the thugs have washed-out faces, and the heroes look dated. Instead of beautifully bright animation, drab graphics drag the game down.

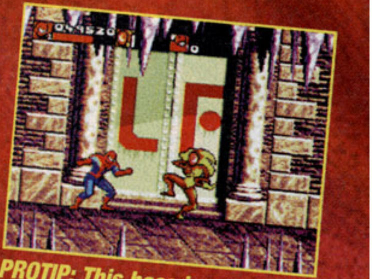
Soundwise, Separation Anxiety does little to redeem itself from its graphics rating. The game deserves dynamic music, digitized voice, and maybe some cool effects, but lacks all these key ingredients. A ruthless punch delivered squarely in the face of a metal robot, for example, sounds like a finger tapping against a soda can.

Web of Intrigue

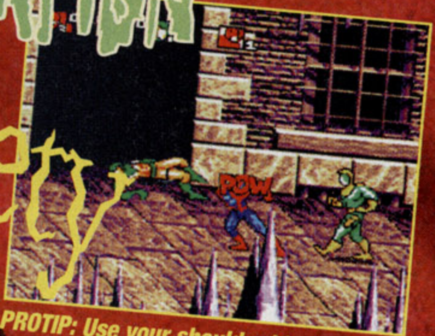
With all its faults, Separation Anxiety still delivers rock-em, sock-em action. It's well worth playing through the next time your spider sense begins to tingle. G



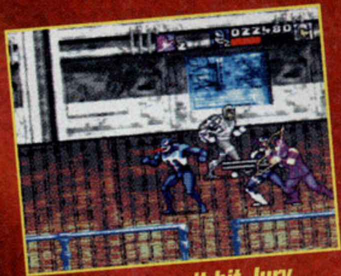
PROTIP: Call on your friends to help you out of situations you can't handle alone.



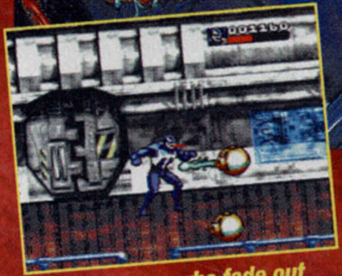
PROTIP: This boss jumps around and uses speed to her full advantage. Wait for her to stop, then hit her with all you've got.



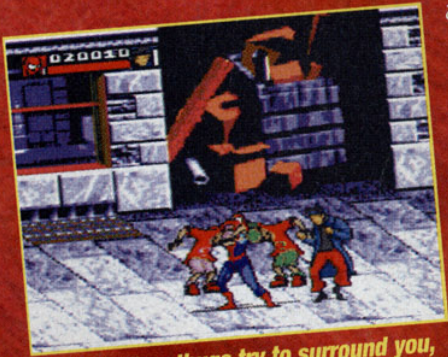
PROTIP: Use your shoulder block to bowl over enemies that approach from across the street.



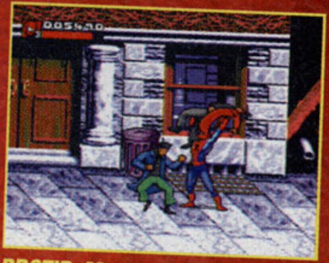
PROTIP: You can't hit Jury when he's in the air. Either wait for him to come down and then pounce on him, or call on Hawkeye to shoot him out of the sky with his arrows.



PROTIP: These orbs fade out right before they shoot. Back away from the laser. When it stops shooting, jump in to destroy the orb.



PROTIP: When thugs try to surround you, use your web to snag one from each side and knock them into each other.



PROTIP: Move around until a group of enemies is lined up together. Then take them all out with one blow.

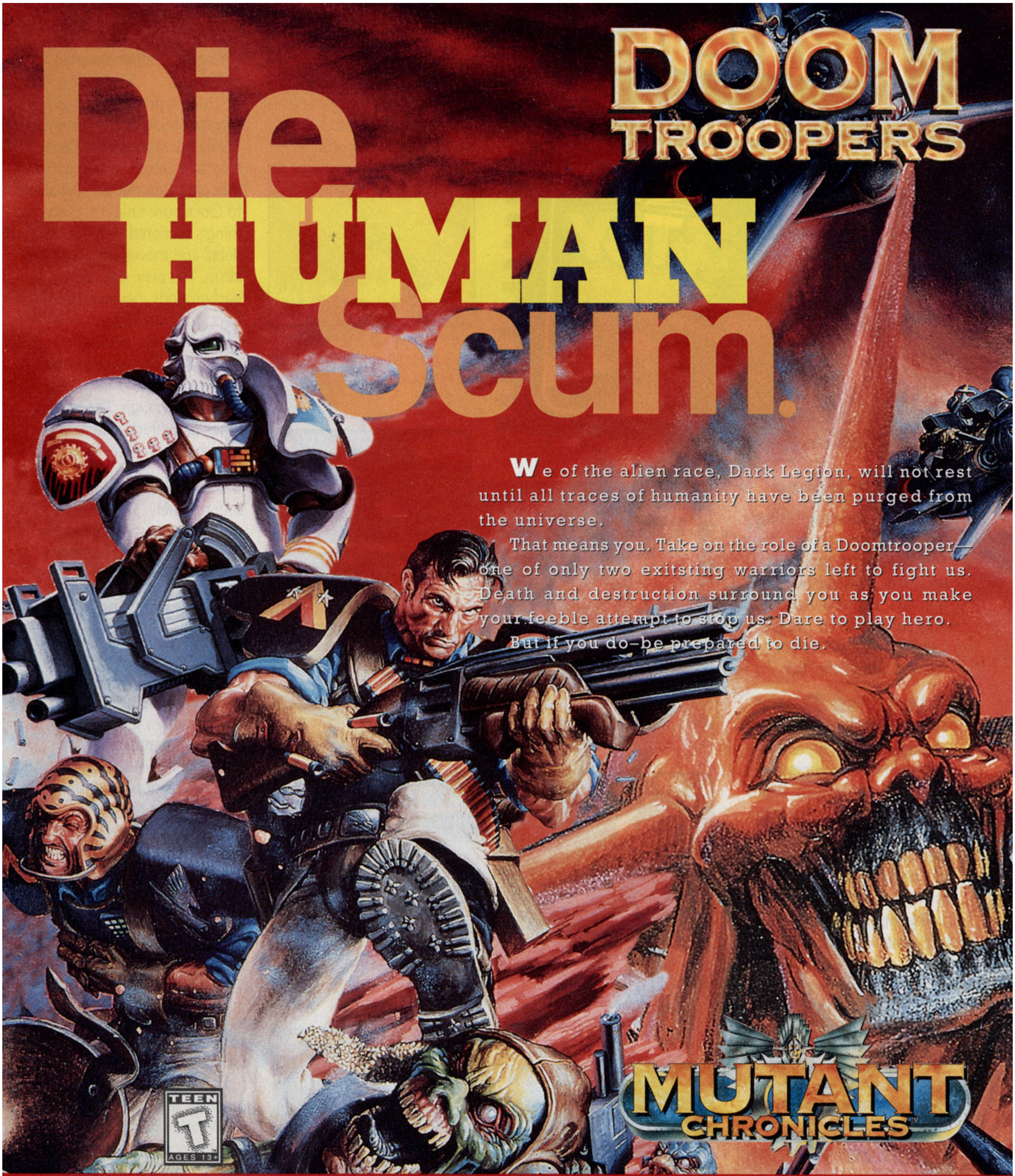
Genesis Game ProFile
Separation Anxiety
(By Acclaim)

This no-holds-barred slugfest would even get Aunt May's blood pumping. You should have no anxiety about playing the latest Spider-Man cart.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	4.0	INT. Intermediate

$69.95
Megs not available
Available now
Beat-em-up
2 players

13 levels
Side view
Multiscrolling
Passwords



We of the alien race, Dark Legion, will not rest until all traces of humanity have been purged from the universe.

That means you. Take on the role of a Doomtrooper—one of only two exitsting warriors left to fight us. Death and destruction surround you as you make your feeble attempt to stop us. Dare to play hero. But if you do—be prepared to die.

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PROREVIEW

Genesis

Disney's
TOY STORY
LIGHTYEAR
SPACE RANGER

By Air Hendrix

Based on Disney's latest animated extravaganza, Toy Story will bewitch you with eye-popping graphics. But its beauty is only surface deep: The dull gameplay will please only diehard fans of the flick.

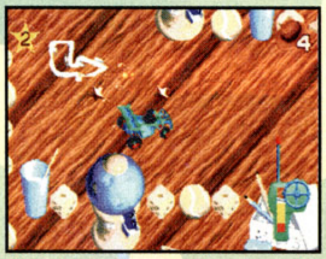
Beautiful Story

Following the film's plot, Woody, a pull-string cowboy, suddenly faces competition from new arrival Buzz. When his jealous plan to regain the top spot backfires and endangers Buzz, Woody must rescue his foe or be outcast by the other toys.

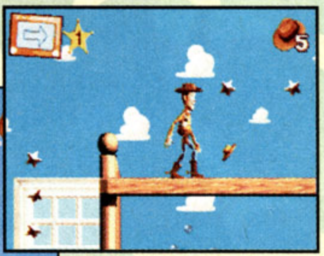
Equipped with only a whip and jump, you explore bedrooms, a pizza parlor, and the neighbor's house from the perspective of a small toy. Renegade toys and other evils stalk you as you uncover routes past looming book shelves and other towering obstacles.

Using a proprietary new graphics technology, Disney nearly transforms your Genesis into a Saturn with graphics that are astonishingly similar to Clockwork Knight's. Everything's rendered in striking 3D detail and moves with fluid realism. The plain one-color backgrounds, however, detract from the 3D feel.

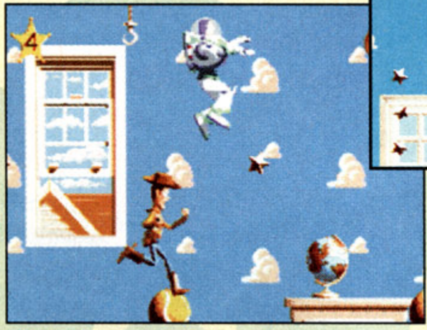
The sounds aren't as sharp. Scratchy voice samples chime in now and then, but not often enough. The bouncy tunes and effects maintain the toy-ish atmosphere, though.



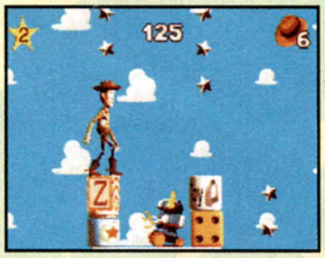
PROTIP: In Level 2-1, release the gas before you move the steering wheel, or you'll lose control.



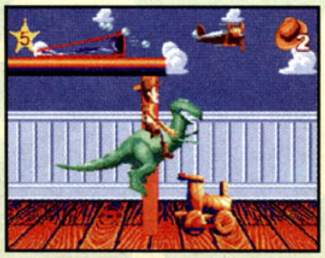
PROTIP: In Level 1-1, head up and to the left from the second tennis ball to obtain a 1-up that's back at the beginning of the stage.



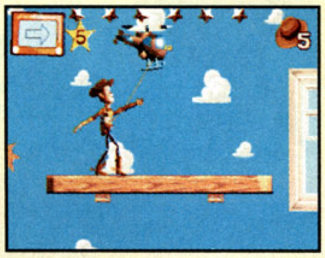
PROTIP: You always lose the race in Level 1-3, so take the time to pass carefully by the hairy obstacles.



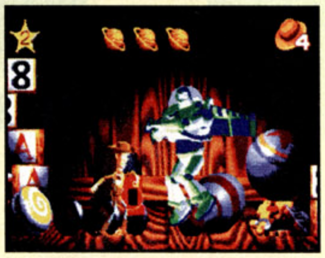
PROTIP: In Level 1-2, first collect all the stars while releasing your friends along the way. Then bounce your friends back into the toy box and climb onto the bed.



PROTIP: When riding Rex, time your jumps over the trains so that you don't collide with the planes overhead.



PROTIP: Whip aside choppers to collect the stars and other goodies they guard.



PROTIP: To beat the first boss, whip aside the balls that float around him, then dodge the laser blasts and hit him only when he's checking his watch.

To Infinity...

Unfortunately, Toy Story doesn't support its innovative graphics with equally innovative gameplay, as recent stars like Vectorman do. Although the action runs the gamut from hop-n-bop to racing to Doom-style shooting, the actual gameplay often involves laborious tasks like putting away Woody's toy friends or steering a temperamental car through an obstacle course.

The lack of passwords or saves adds to the tedium because delving deeper into the game means replaying these rote scenarios over and over again. To make things worse, the finicky controls burden you with mushy jumps and a whip that connects unpredictably.

...And Beyond

For those who can overcome the plodding pace, Toy Story's fun comes from its engaging graphics and impressive variety. Veteran gamers won't face many challenges, but younger kids who were captured by the movie's charm will find the going tough. This Story's worth a quick read to see where you fall, but Vectorman's a much better tale. G

Genesis Game ProFile

Toy Story

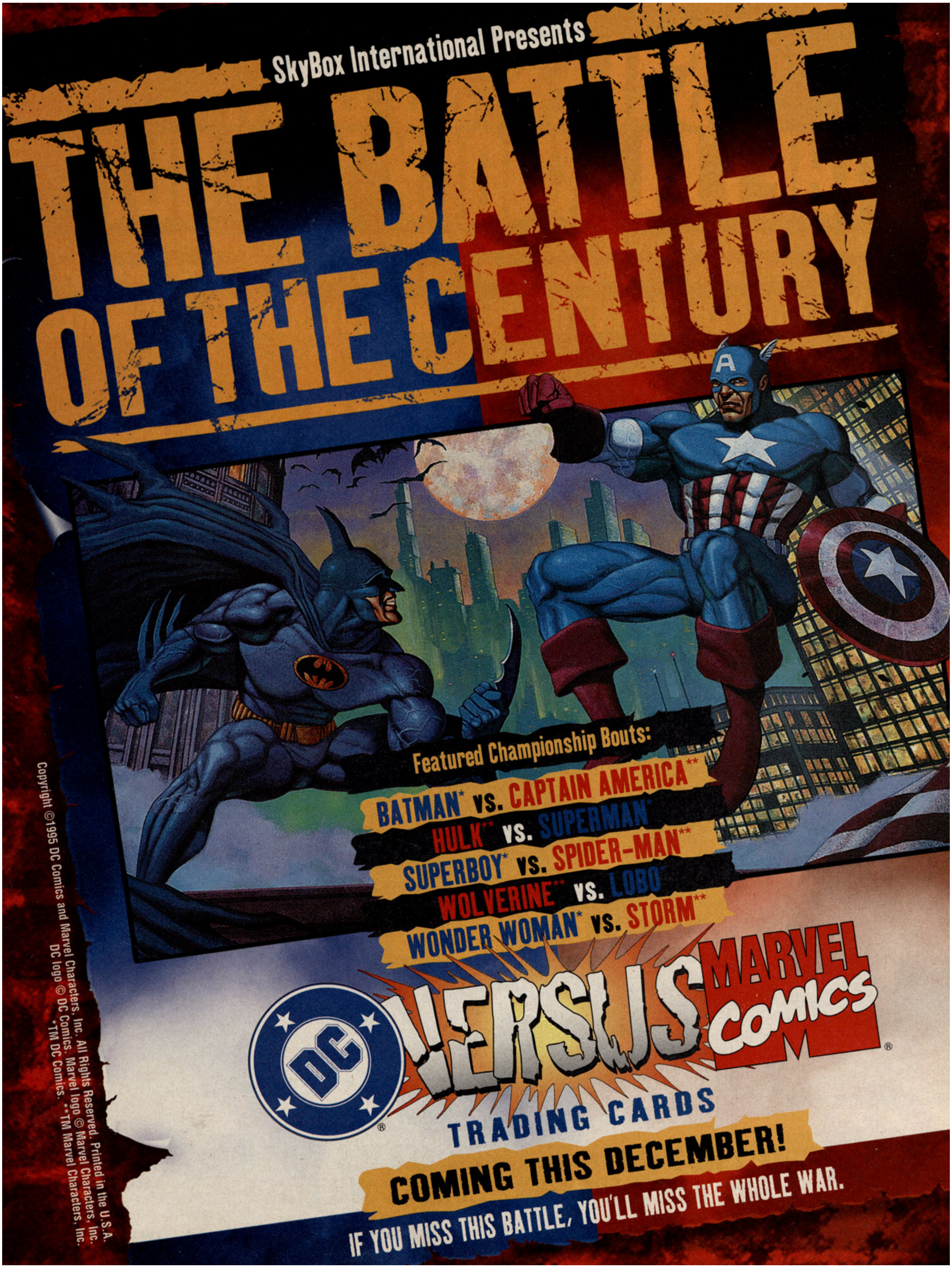
(By Disney Interactive)

KIDS TO ADULTS K-A AGES 6+

Despite the stunning graphics, Toy Story's uninspiring gameplay makes for merely fleeting fun.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	3.0	3.0	INT. Intermediate

$59.99	1 player
32 megs	5 levels
Available now	18 stages
Action/adventure	Multiple views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HULK** VS. SUPERMAN*
SUPERBOY* VS. SPIDER-MAN**
WOLVERINE** VS. LOBO*
WONDER WOMAN* VS. STORM**
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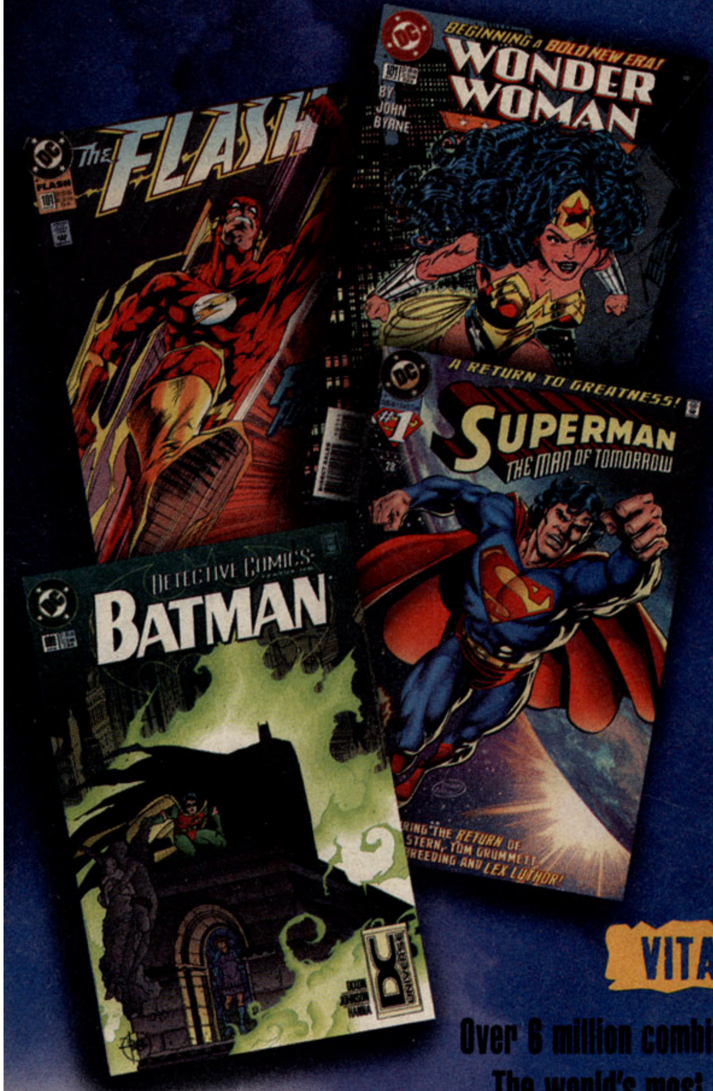
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WONDER WOMAN
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A RETURN TO GREATNESS!
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SUPERMAN
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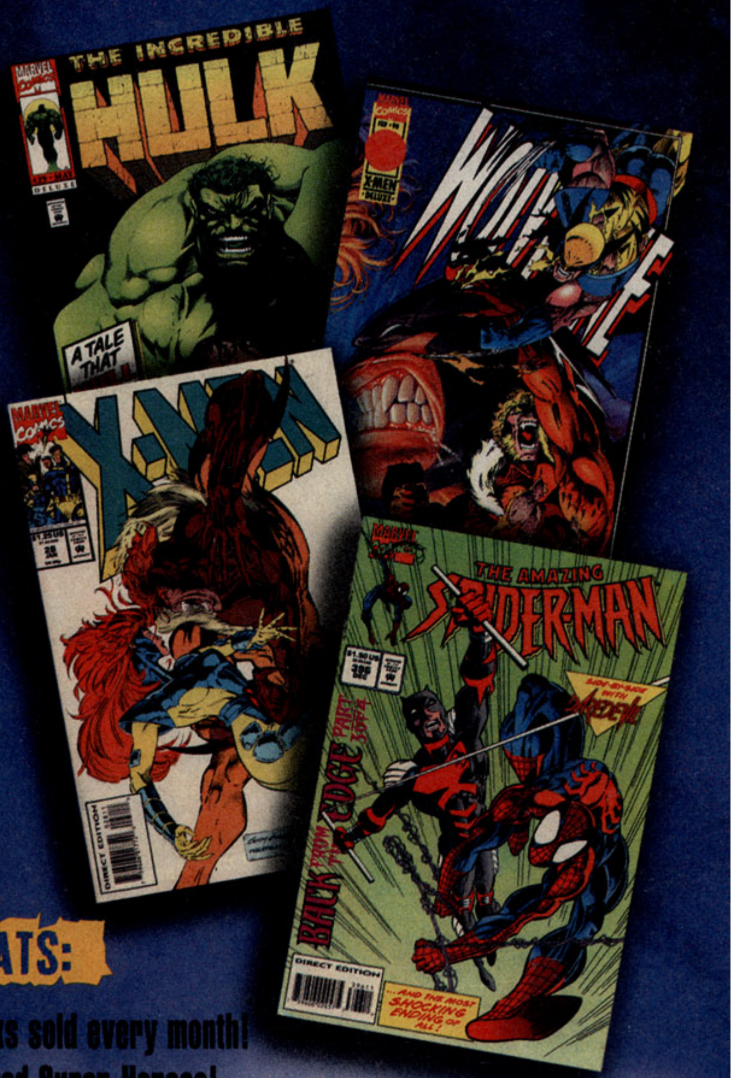
BRING THE RETURN OF STERN, TOM GRUMMETT, THEEVING AND LEX LUTHOR!
DETECTIVE COMICS
BATMAN


THE INCREDIBLE HULK
A TALE THAT
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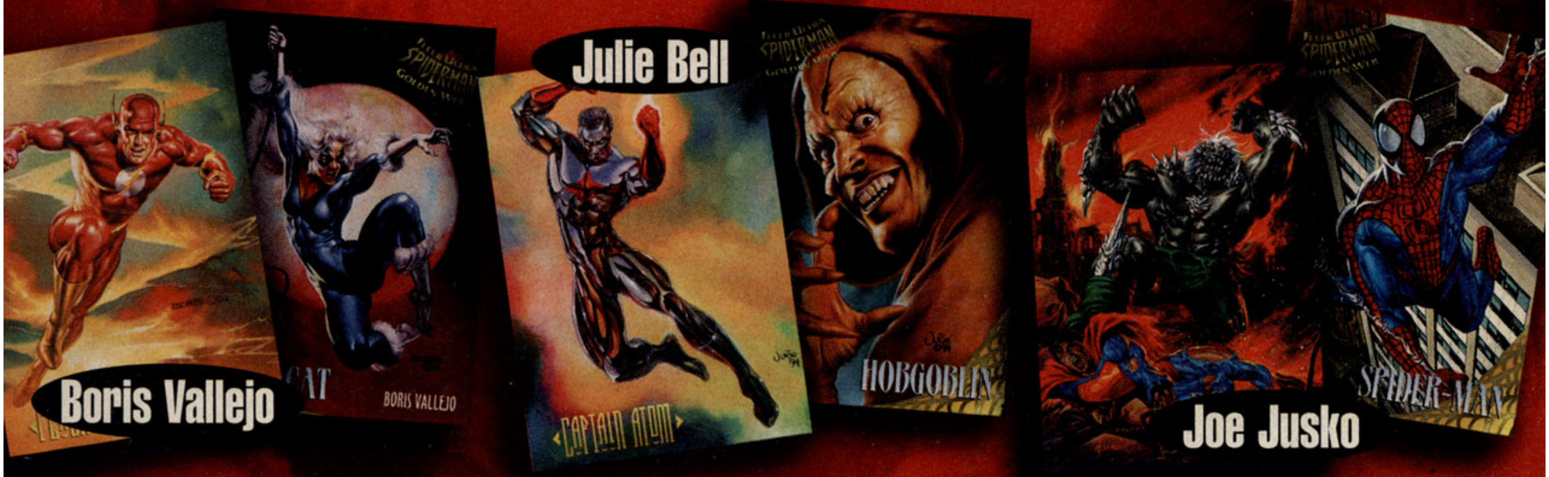

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All DC Versus MARVEL trading card packs will contain a voting ballot so that your customers can vote on the five biggest DC/Marvel battles!
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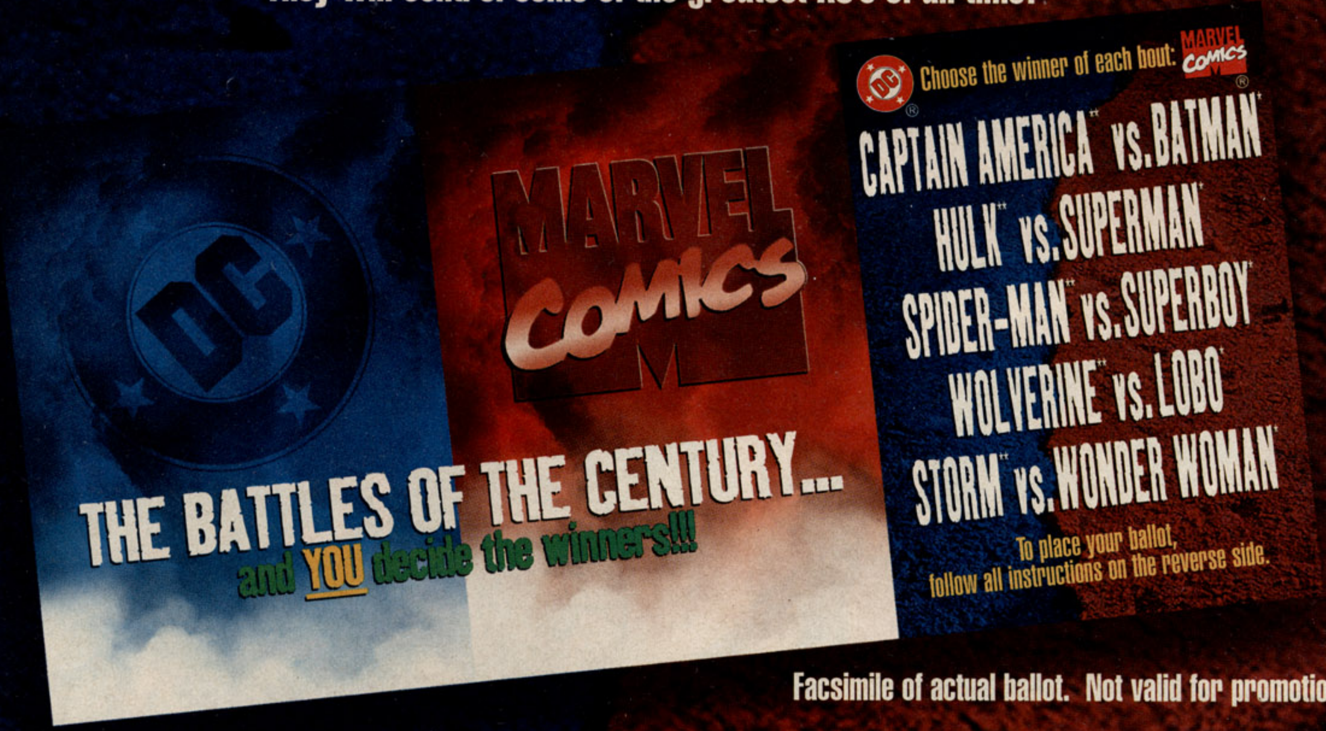

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HULK** VS. SUPERMAN*
SPIDER-MAN** VS. SUPERBOY*
WOLVERINE** VS. LOBO*
STORM** VS. WONDER WOMAN*

To place your ballot,
follow all instructions on the reverse side.

Facsimile of actual ballot. Not valid for promotion.

DC VERSUS MARVEL CHECKLIST

	CHECKLIST ART	TOPIC SUBSET
1	Superman vs. Hulk	RIVALRY
2	Captain America	MARVEL HERO
3	Elektra	MARVEL HERO
4	Hulk	MARVEL HERO
5	Jubilee	MARVEL HERO
6	Namor	MARVEL HERO
7	Quicksilver	MARVEL HERO
8	Sabretooth	MARVEL HERO
9	Silver Surfer	MARVEL HERO
10	Silver Surfer vs. Green Lantern	RIVALRY
11	Spider-Man	MARVEL HERO
12	Storm	MARVEL HERO
13	Thor	MARVEL HERO
14	Wolverine	MARVEL HERO
15	Aquaman	DC HERO
16	Azrael	DC HERO
17	Batman	DC HERO
18	Catwoman	DC HERO
19	Shazam vs.Thor	RIVALRY
20	Flash	DC HERO
21	Green Lantern	DC HERO
22	Lobo	DC HERO
23	Robin	DC HERO
24	Shazam	DC HERO
25	Superboy	DC HERO
26	Superman	DC HERO
27	Wonder Woman	DC HERO
28	Quicksilver vs. Flash	RIVALRY
29	Abomination	MARVEL VILLAIN
30	Bullseye	MARVEL VILLAIN
31	Doctor Doom	MARVEL VILLAIN
32	Galactus	MARVEL VILLAIN
33	Green Goblin	MARVEL VILLAIN
34	Juggernaut	MARVEL VILLAIN
35	Kingpin	MARVEL VILLAIN
36	Lizard	MARVEL VILLAIN
37	Wonder Woman vs. Storm	RIVALRY
38	Magneto	MARVEL VILLAIN
39	Thanos	MARVEL VILLAIN
40	Bane	DC VILLAIN
41	Black Adam	DC VILLAIN
42	Circe	DC VILLAIN
43	Darkseid	DC VILLAIN
44	Dr. Polaris	DC VILLAIN
45	Joker	DC VILLAIN
46	Aquaman vs. Namor	RIVALRY
47	Kadabra	DC VILLAIN
48	Killer Croc	DC VILLAIN
49	Lex Luthor	DC VILLAIN
50	Penguin	DC VILLAIN
51	Archangel vs. Hawkman	HERO VS. HERO
52	Azrael vs. Sabretooth	HERO VS. HERO
53	Black Canary vs. Black Widow	HERO VS. HERO
54	Blue Beetle vs. Spider Woman	HERO VS. HERO
55	Wolverine vs. Lobo	RIVALRY
56	Shazam vs. Captain Marvel	HERO VS. HERO
57	Cable vs. Captain Atom	HERO VS. HERO
58	Deathstroke vs. Punisher	HERO VS. HERO
59	Ghost Rider vs.Demon	HERO VS. HERO
60	Nightwing vs. Gambit	HERO VS. HERO
61	Human Torch vs. Firestorm	HERO VS. HERO
62	Steel vs. Iron Man	HERO VS. HERO
63	Hawkeye vs. Green Arrow	HERO VS. HERO
64	Jubilee vs. Robin	RIVALRY
65	Venom vs. Lobo	HERO VS. HERO
66	The Ray vs. Nova	HERO VS. HERO
67	Thor vs. Wonder Woman	HERO VS. HERO
68	Warrior vs. War Machine	HERO VS. HERO
69	Captain America vs. Bane	HERO VS. VILLAIN
70	Batman vs. Bullseye	HERO VS. VILLAIN
71	Black Lightning vs. Electro	HERO VS. VILLAIN
72	Daredevil vs. Riddler	HERO VS. VILLAIN
73	Spider-Man vs. Superboy	RIVALRY
74	Green Lantern vs. Green Goblin	HERO VS. VILLAIN
75	Deathstroke vs. Jigsaw	HERO VS. VILLAIN
76	Hulk vs. Killer Croc	HERO VS. VILLAIN
77	Shazam vs. Doctor Doom	HERO VS. VILLAIN
78	Spider-Man vs. Joker	HERO VS. VILLAIN
79	Spectre vs. Galactus	HERO VS. VILLAIN
80	Superman vs. Juggernaut	HERO VS. VILLAIN
81	Steel vs. Absorbing Man	HERO VS. VILLAIN
82	Catwoman vs. Elektra	RIVALRY
83	Thing vs. Solomon Grundy	HERO VS. VILLAIN
84	Killer Croc vs. Abomination	VILLAIN VS. VILLAIN
85	Arcade vs. Riddler	VILLAIN VS. VILLAIN
86	Black Adam vs. Mandarin	VILLAIN VS. VILLAIN
87	Bullseye vs. Deadshot	VILLAIN VS. VILLAIN
88	Poison Ivy vs. Black Cat	VILLAIN VS. VILLAIN
89	Enchantress vs. Circe	VILLAIN VS. VILLAIN
90	Dr. Polaris vs. Magneto	VILLAIN VS. VILLAIN
91	Captain America vs. Batman	RIVALRY
92	Darkseid vs. Thanos	VILLAIN VS. VILLAIN
93	Doctor Doom vs. Cyborg	VILLAIN VS. VILLAIN
94	Two-Face vs. Jigsaw	VILLAIN VS. VILLAIN
95	Green Goblin vs. Joker	VILLAIN VS. VILLAIN
96	Man-Bat vs. Lizard	VILLAIN VS. VILLAIN
97	Kingpin vs. Lex Luthor	VILLAIN VS. VILLAIN
98	Scarecrow vs. Scarecrow	VILLAIN VS. VILLAIN
99	Mole Man vs. Penguin	VILLAIN VS. VILLAIN
100	Checklist	CHECKLIST

1 of 18	Avengers vs. JLA- Thor	IMPACT (embossed)
2 of 18	Avengers vs. JLA- Hawkeye	IMPACT (embossed)
3 of 18	Avengers vs. JLA- Iron Man	IMPACT (embossed)
4 of 18	Avengers vs. JLA- Quicksilver	IMPACT (embossed)
5 of 18	Avengers vs. JLA- Wonder Woman vs. Black Widow	IMPACT (embossed)
6 of 18	Avengers vs. JLA-Flash	IMPACT (embossed)
7 of 18	Avengers vs. JLA-Hawkman	IMPACT (embossed)
8 of 18	Avengers vs. JLA-Metamorpho	IMPACT (embossed)
9 of 18	Avengers vs. JLA-Crimson Fox	IMPACT (embossed)
10 of 18	Titans vs. X-Men-The Atom	IMPACT (embossed)
11 of 18	Titans vs. X-Men-Impulse	IMPACT (embossed)
12 of 18	Titans vs. X-Men-Supergirl	IMPACT (embossed)
13 of 18	Titans vs. X-Men-Split	IMPACT (embossed)
14 of 18	Titans vs. X-Men- Cyclops vs. Nightwing	IMPACT (embossed)
15 of 18	Titans vs. X-Men- Beast	IMPACT (embossed)
16 of 18	Titans vs. X-Men- Gambit	IMPACT (embossed)
17 of 18	Titans vs. X-Men- Rogue	IMPACT (embossed)
18 of 18	Titans vs. X-Men- Wolverine	IMPACT (embossed)
1 of 12	Sabretooth vs. Azrael	HOLO F/X
2 of 12	Aquaman vs. Namor	HOLO F/X
3 of 12	Captain America vs. Bane	HOLO F/X
4 of 12	Catwoman vs. Elektra	HOLO F/X
5 of 12	Quicksilver vs. Flash	HOLO F/X
6 of 12	Superman vs. Hulk	HOLO F/X
7 of 12	Silver Surfer vs. Green Lantern	HOLO F/X
8 of 12	Robin vs. Jubilee	HOLO F/X
9 of 12	Wolverine vs. Lobo	HOLO F/X
10 of 12	Shazam vs. Thor	HOLO F/X
11 of 12	Spider-Man vs. Superboy	HOLO F/X
12 of 12	Wonder Woman vs. Storm	HOLO F/X
1 of 2 / 2 of 2	Multiple images of DC and Marvel Characters	MIRAGE (lenticular)

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CAN YOU ESCAPE SCARY LARRY'S DESERTED HAUNTED PRISON??

NEW
PHONE
ADVENTURE!

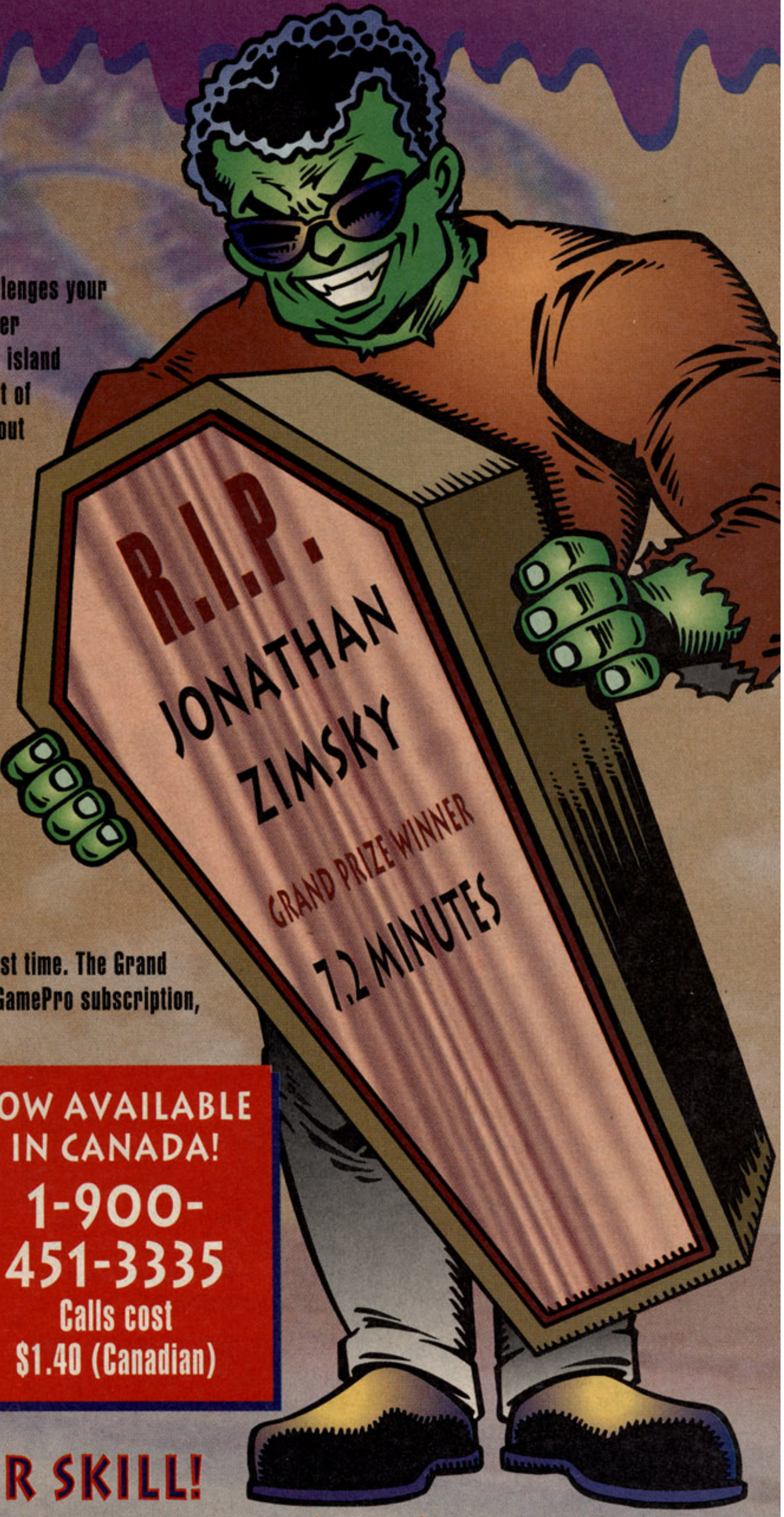
Attention Gamers! NOW we have something that really challenges your gaming skill – at the price of your life! ... or a limb or two! It's time to master Scary Larry's haunted island prison. You find yourself trapped on a deserted island inside a haunted prison. You must escape the deserted dungeon, manuever out of the prison and cross the icy waters that block your way to freedom, all without hitting a dead end...

If you have what it takes to get through Scary Larry's haunted prison, with all limbs intact, you can be eligible for the "Top o' the Coffin" award and have your name and winning score published in GamePro!

Beware! This new adventure is much toughter than the haunted house or barge.....do you dare take the challenge??

PRIZES: To be eligible to win, you must find your way through Scary Larry's haunted prison ALIVE with the fastest score. For the top 5 scores we will feature your name and score in GamePro plus send you a free GamePro T-shirt!

For the Grand Prize Winner, you must get through the prison within the fastest time. The Grand Prize winner will become "King of the Coffin," receive a GamePro t-shirt, a GamePro subscription, and get your name and score highlighted in next month's GamePro!



SCARY LARRY WINNERS:

• Nathan Woodward	9.6 minute
• Derrick Wynn	10.3 minutes
• Tery Nichols	11.2 minutes
• Ryan Caulderon	11.7 minutes
• Jamahl Moses	12 minutes

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PROREVIEW

Super NES

SEPARATION ANXIETY™

By Air Hendrix

Rich in Marvel Comics lore, Separation Anxiety swings onto the SNES for a fun clobberfest. Veteran superheroes will quickly save the day, but you won't want to separate yourself from the snazzy graphics and solid action until you do.

POW!

Spidey and Venom form an uneasy alliance to foil the latest evil: The diabolical Life Foundation is threatening humanity with megasoldiers created from Venom's symbiote offspring (giving him a case of "separation anxiety"...and a silly game name). The two archrivals realize that working together is the only way to save the day, so one gamer can play as either character, or two can play as both simultaneously.

Each hero bashes heads and slings webs with the same impressive array of moves, including wall-crawling, Web Bolts, Web Lines, and Web Shields. Although the web moves can be tough to pull off, everything else handles just like a state-of-the-art beat-em-up should. In a killer touch, power-ups let you summon friends like Captain America, Ghost Rider, Daredevil, and Hawkeye to save your tights-wearing butt.

The action, however, definitely travels too far down easy street. You'll polish off the bosses with a string of punches and guest cameo or two, and the unending streams of street toughs grow repetitious. But Separation's fun comes from its fast pace, a long series of varied levels, and rowdy rumblin'.

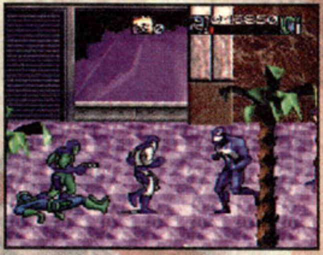
THWACK!

Outshining the Genesis version, the graphics sport bright colors and cartoony detail that, though unrealistic, perfectly create an enticing comic-book look. Spidey and Venom move with menacing authority through dank city streets, mazelike ventilation shafts, and creepy forests.

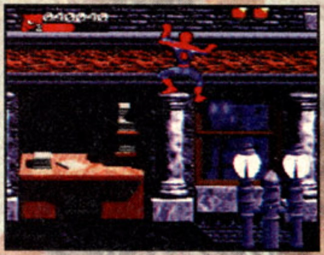
The sound paces the action with equally cartoony thumps and whacks. But the range of effects, especially for web noises, is pretty limited, and the vanilla rock won't even register while you play.

WHAM!

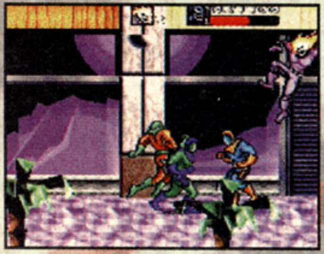
Despite its lukewarm challenge and replay value, Separation takes the trophy from earlier Spidey adventures. Rent before you buy, though. A lively weekend of superhero sluggin' will probably get you to the finish, and you'll have a blast along the way. **G**



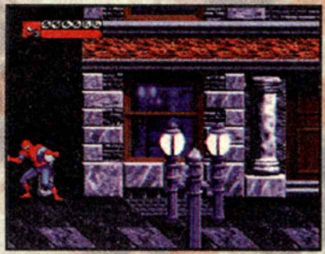
PROTIP: You can't jump bullets when enemies shoot – move out of their line of fire instead.



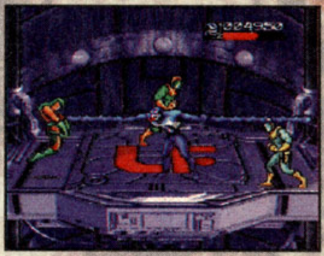
PROTIP: Always check the upper reaches of the walls for valuable power-ups.



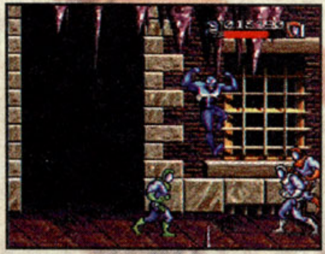
PROTIP: When you're about to lose a life, summon a superhero buddy to eliminate your foes. They might cough up the heart you need to survive.



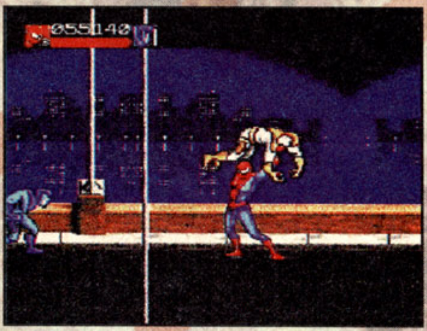
PROTIP: As Spidey, enter a secret room with a 1-up by going to the upper-right corner at the beginning of Stage 1 and pressing the Punch button.



PROTIP: When you're pinned between two enemies, use the Web Line move to reel them in and slam their heads together.



PROTIP: If you're surrounded, climb out of harm's way, drop in on your enemies with a jump kick, and then climb back up.



PROTIP: Use distance attacks (throws, slides, jump kicks, and the Web Line) to stay in constant motion and avoid attacks.

Super NES Game ProFile

Separation Anxiety

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

Don't be fooled by the goofy title – you'll be anxious to conquer this fun but fleeting Spider-Man and Venom cart.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$69.95
24 megs
Available now
Action/adventure
2 players

13 levels
Side view
Multiscrolling
Passwords

SONY

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PC CD ROM®

3D Lemmings™

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Clockwork Games

PC Gamer Editor's Choice

"Every bit as clever as the original." – Game Players

"An immersive, satisfying and original experience." – Ultimate Gamer

"The only complaint I have is that I wish I had more time to play the game...3D Lemmings is a winner." – Electronic Gaming Monthly (Editor's Choice Gold)

KIDS TO ADULTS

K-A™

AGES 6+

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PROREVIEW

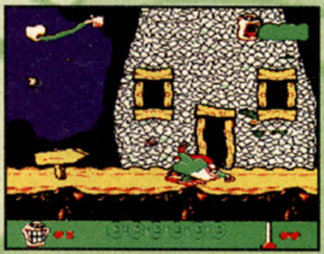
Super NES

By Videohead

If you get a big, hairy kick out of your uncle's pull-my-finger jokes, you'll dig Boogerman. Fortunately, you'll also want to pick this one if you just enjoy a quality side-scrolling platformer once in a while.

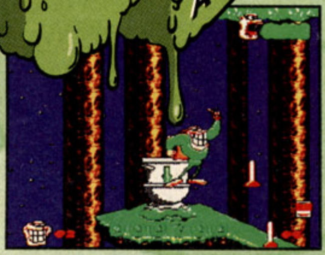
Booger and Better

This picking, flicking, belching, butt-blasting adventure is straight platform action. Six worlds include four levels plus an end boss. Lots of hidden areas aplenty can be found by blasting rocks with super burps or farts and by flushing yourself down toilets.

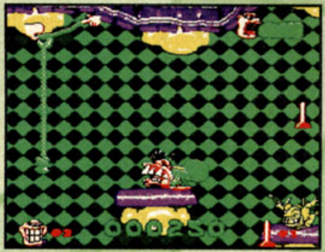


PROTIP: Press and hold Down over trash piles and cow pies to dig and find hidden items.

BOOGERMAN
A PICK AND FLICK ADVENTURE



PROTIP: Get 30 plungers in every level to earn a bonus life at the end of that stage.



PROTIP: Instead of bopping enemies, stand back and fart, burp, flick, or hawk loogies. Those moves are much safer.

You want control options? Boogerman runs, jumps, pushes, flicks boogers, launches loogies, burps, farts, and even has powered-up versions of the burp, fart, and jump.

If you played the Genesis version, you don't need to bother – this game's a straight portover. As expected, Boogerman SNES offers a few improvements in graphics and sound. This Booger has more colors, better voice, much better sound (those with good stereos are gonna love the bass), and slightly better control. Nothing else is different.

The Polite Need Not Apply

Although sophomoric, Boogerman offers quality play. If you find fart humor disgusting, check out Miss Manners' latest book. The rest of us will enjoy this adventure game, even if it is chock full of free-flowing phlegm. **G**

Boogerman by Interplay

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	INT. Intermediate

Price not available
24 megs
Available now
Action/adventure
1 player
24 levels

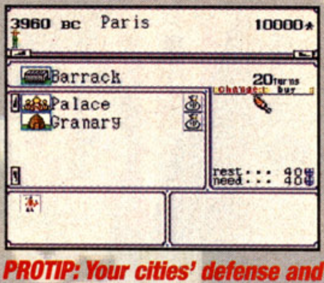
Side view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

By Sir Garnabus

Civilization is good fun for aspiring empire builders. Despite a slow pace, thought-provoking challenge makes this complex strategy game stand out on the usually action-packed SNES.

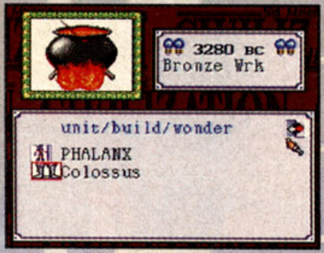
History in the Making

If a 72-page instruction manual frightens you, pass Civilization by. This major strategy cart asks you to plan out cities, protect them, spread your society out into the world, and keep your citizens happy. Your goal is to be the first society to rocket into space, and you must make every decision to advance your population before that can happen.



3960 BC Paris 10000
Barrack 20 turns
change buy
Palace
Granary
rest::: 40
need::: 40

PROTIP: Your cities' defense and production should be your main concern early on, so build granaries and barracks first.



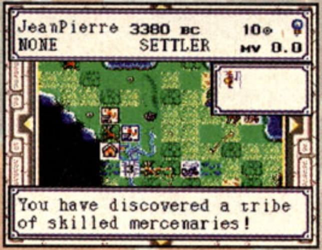
3280 BC
Bronze Wrk
unit/build/wonder
PHALANX
Colossus

PROTIP: Pottery, bronze, and burial rites are the basis of many higher technologies that you will want later on, so develop them early.

SID MEIER'S
CIVILIZATION

Civilized Features

The graphics and sounds are better than what you'd find in the average strategy game. A subdued mix of decent animations and sharp still pictures of your cities works well to illustrate your leadership prowess. The enjoyable variety of sound features a different tune for every situation.



JeanPierre 3380 BC 10
NONE SETTLER MV 0.0
You have discovered a tribe of skilled mercenaries!

PROTIP: Use outdated militia to explore uncharted regions before building a city. They can make peace with enemy powers, find helpful warriors, and flush out bandits.

As you grasp the game's intent, it becomes easier to control your movable units and make decisions between turns. Menus are easily accessible, and the point-and-click movements are smooth.

Civilization is a finely crafted strategy cart. Don't be put off by the slow action – world domination will soon overcome you for a fun, fascinating trip. If you're looking for an above-average workout for your brain, make it back to Civilization. **G**

Sid Meier's Civilization by Koei

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	ADJ. Adjustable

$74.95
12 megs
Available now
Strategy
1 player

Map view
Multiscrolling
Battery backup
ESRB rating: Kids to Adults

NBA
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By Major Mike

As the predecessor to Doom, Wolfenstein still packs a punch as a first-person shooter. But veteran players of Doom may find this game a bit too mild.

Achtung, Baby!

Trapped inside a Nazi fortress in WW II, you have only one way to escape – blast your way to freedom. The enemy soldiers are heavily armed, but if you can kill them, you can pick up the weapons they drop – flamethrowers, machine guns, Gatling guns, and rocket launchers. You can also find these items in the ample secret rooms that are hidden in the walls of the castle.

Although the action is set on a single plane (there are no stairs to climb), the game is a fun, mindless exercise in shooting and keeping your enemies on a steady diet of lead.

WOLFENSTEIN 3D

Straight Shooter

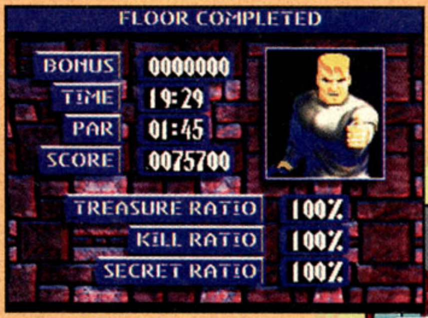
Wolfenstein's graphics are excellent and have little pixelization, even when you're close to objects. The scaling is incredibly fast – maybe too fast – and it's easy to get caught in tight areas, especially doorways, when you need to move quickly from room to room.

The rousing music features classic military drums. The sound effects are also well done, from the pitter-pat of the machine gun to the crash of the bazooka launcher. The voices are intelligible – you hear a triumphant "Yeah!" when you find a valuable item, your attackers bark out commands, and the attack dogs squeal.

The only problem is the controls – they're far too sensitive. Lining up the bad guy in your sights is difficult because the slightest tap on the pad can throw off your aim. Also, accessing the map of your current floor is awkward; you must press three buttons simultaneously, which risks accidentally firing your weapon and wasting ammunition.

Eatenze Lead

Although it joins a genre that's starting to look tired, Wolfenstein 3D is a very entertaining translation of the PC title. If you found Doom too intense, give this one a try.



FLOOR COMPLETED

BONUS 0000000

TIME 19:29

PAR 01:45

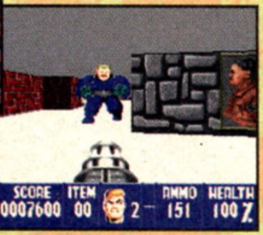
SCORE 0075700

TREASURE RATIO 100%

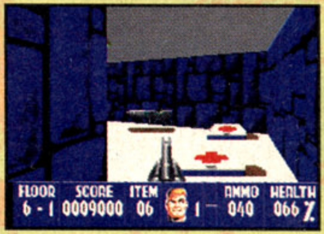
KILL RATIO 100%

SECRET RATIO 100%

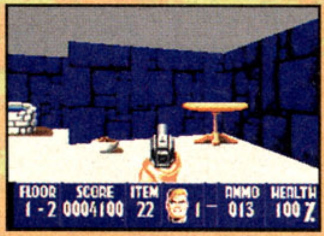
Check out your bonus at the end of a stage.



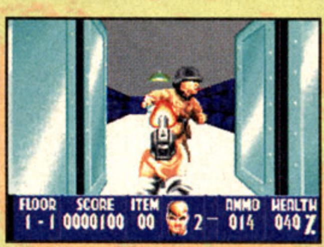
PROTIP: When you meet a big boss, stay as far away as possible and use hit-and-run tactics.



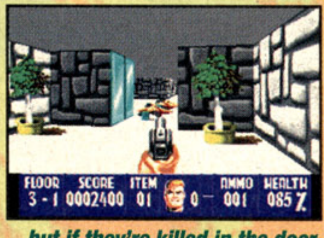
PROTIP: Press on the walls – especially on the pictures. You may reveal hidden rooms filled with goodies.



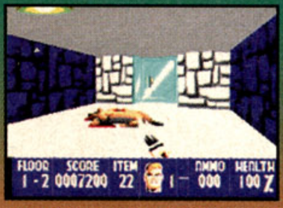
PROTIP: The dog food doesn't just nourish the dog – you can eat it and earn health points!



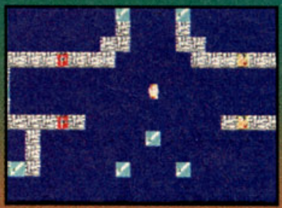
PROTIP: Open a door, run into a room, then run back out. You'll lure your enemies into your area, one at a time…



…but if they're killed in the doorway, the door will remain open.



PROTIP: Switch to the knife before going into map mode.



This will keep you from accidentally firing and wasting ammo.

3DO Game ProFile
Wolfenstein 3D
(By Interplay)

MATURE M AGES 17+

The classic first-person shooter looks great, but its age and sensitive controls leave something to be desired.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.5	ADJ. Adjustable

Price not available
CD
Available now
Shoot-em-up

1 player
60 levels
First-person view

Flamin' Yawn trashed my house.
Psycrow stole my lady.
I've got a backpack full of snott.
This ain't gonna be no picnic.
EARTHWORM JIM 2
http://www.playmatestoys.com.
Playmates
Interactive Entertainment, Inc.
16200 Trojan Way
La Mirada, CA 90638
(714) 562-1743
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By Atomic Dawg

By now you know the routine: If it moves, shoot it! Killing Time is more than just a Doom clone, though – it's an adventure.

It's the 1930s and you're investigating the mysterious Conway Estate, where a rich-girl occultist disappeared along with her gang of party animals. It all has to do with finding an ancient Egyptian water clock (Killing Time... get it?), but that's not the only "thing" you'll set your sights on.

KILLING TIME

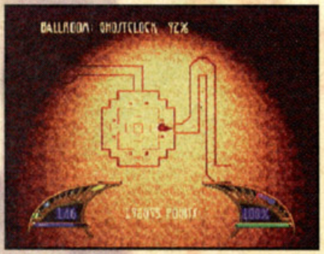
Time for Killing

Killing Time is good thumb-mashing fun. It's a regular ghoul safari as hordes of creatures, including zombie duck hunters, killer clowns, and disembodied demon heads, slaver after you. But your brain gets a workout, too, as you search through 20 levels to find magic objects and solve the Conway mystery.

Lurking specters make your trigger finger itch, but skittish controls will initially try your patience. Aiming with the sensitive directionals takes practice, and two control gremlins will haunt you: You must press two buttons to switch weapons, and hold a button and press directionals to aim up and down.

PROTIP: For steadier shots during turns or sideways movement, simultaneously press Left and Right Shift or Right and Left Shift.

PROTIP: Double your guns. There's a second Colt .45 hidden in the Conway Maze.



PROTIP: Some dead ends you'll find in the automap mode are hidden doorways.

PROTIP: You can scamper past some creatures unharmed, such as the rolling slugs.

3DO Game ProFile

Killing Time

(By Studio 3DO)

17

This creepy Doom clone has action, class, and an intriguing mystery for you to solve.

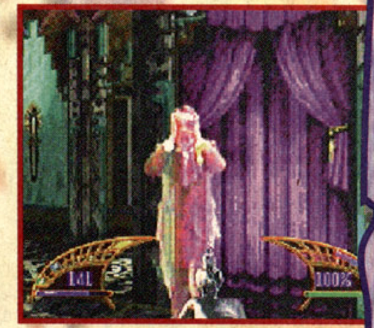
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	ADJ. Adjustable

$59.95
CD
Available October
Shooter
1 player
20 Zones

First-person view
Forward scrolling
Save feature
Not rated by the ESRB
3DO rating: 17

Clone with Class

At least Killing Time's visuals keep the action menacing. The animation moves briskly, though it's no speed demon, especially compared to Wolfenstein 3D (see ProReview, this issue). The character graphics aren't knockouts, either, but they're definitely eerie. In a great display of graphics sophistication, however, the firearms are four real-life classics: the Colt .45 Peacemaker, the 1932 Remington Pump shotgun (model 870), the 1928 Thompson Sub-machine Gun, and even the obscure Kleinschmidt Flamethrower.

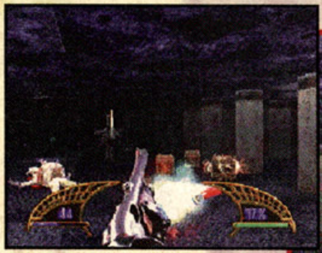


PROTIP: Ghosts provide valuable clues, but they never change their stories.

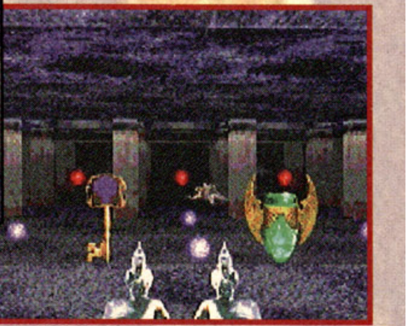
Turn out the lights, and topnotch sounds create major creeps. Even though attacking monsters lack audio personality, moans, shrieks, and gurgles echo menacingly throughout the nightmarish mansion. The music also weirds out the atmosphere, ranging from eerie circus standards to ghostly new age jazz.

Make a Killing

Doom warriors should corral the controls, and they'll certainly enjoy this worthy ghost-hunting expedition. Killing Time's a great way to kill some time. G

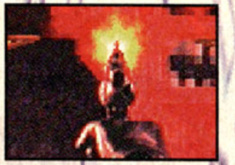


PROTIP: The crates usually hide ammo, but they also explode if you shoot them.

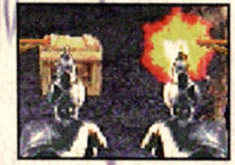


PROTIP: Remember where ammo and power-ups are located. Even if you don't need them now, you'll need them later.

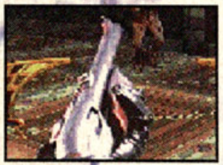
Killing Time Classics



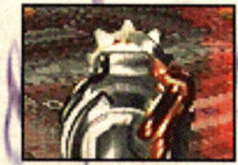
PROTIP: The Colt .45 Peacemaker is very accurate at long-range.



PROTIP: Two Colts lay down massive firepower. Center targets between the pistols.



PROTIP: The Remington Pump is powerful, but slow on the reload.



PROTIP: Sweep the Kleinschmidt Flamethrower from left to right to spread the napalm.

Same
Rush
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PROREVIEW

Jaguar **CD**

PITFALL
THE MAYAN ADVENTURE

By Bonehead

Jag Pitfall is a fun, colorful action adventure – just like Sega CD Pitfall and the 16-bit Pits. It's no breakthrough, but it's no bungle in the jungle, either.

A Jungle Out There

This game puts you in the leather jacket of Harry, Jr., an Indiana Jones–style adventurer who's searching the Mayan jungles for his lost father. Platform jumping, simple mazes, quick bonus games, and an army of angry animals await.

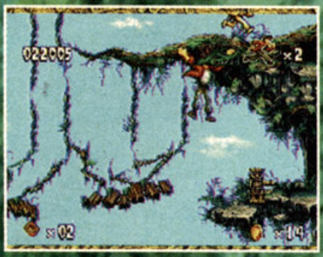
The controls are varied and effective. A whip, stones, boomerangs, and other rudimentary weapons suffice because tough enemies are almost nonexistent. Harry is a nimble explorer, skillfully swinging from vines, climbing ropes, and bungee-jumping.

Pitfall Perils

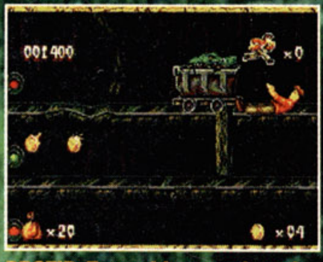
If you saw the 16-bit games, you'll recognize these graphics. The Jag's identical visuals are a letdown considering the machine's supposedly superior power. There isn't even the Sega CD version's introductory footage.

The sound effects are the same as they ever were – suitably tropical – though they're not as densely layered as they were on the superior Sega CD version. Nor is the music as orchestrated, though it still adds the appropriate atmosphere.

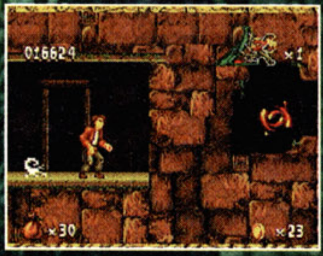
The only drawback to this game is its challenge. By now most people have played this 1994 title on another system. With nothing new added, you'll probably blast through it in a weekend. At least it'll be an entertaining weekend.



PROTIP: Jump above the decayed bridge to claim a life before you leave Xibalba Falls.



PROTIP: To avoid oncoming obstacles in Tazamul Mines, jump your cart as soon as the light on your track turns red.



PROTIP: Early in the Lost City of Copan, leap from the top of the ruins to find a door leading to this Atari 2600 scorpion. Warp to the right, and you'll be able to access the old 2600 version of Pitfall.

Pitfall: The Mayan Adventure by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. Adjustable

$59.99
Megs not available
Available now
Action/adventure
1 player

10 levels
Side view
Multiscrolling
Save feature
ESRB rating: Teen

HIGHLANDER
The Animated Series

By Bonehead

A mediocre old movie has just become an awful new game for the Jaguar CD. Highlander is one of the lowlights for Atari's new system.

Lowlander

Highlander puts you in the kilt of Quentin Macleod, a slow-moving Scottish youth who's trying to rescue his clan and understand his mysterious heritage. You plod across fields, tediously looking for items.

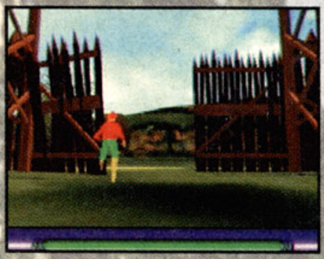
If the controls were even marginally effective, running wouldn't have to be your primary defense against the enemies who attack at every turn. Your character often turns the wrong way, smacking right into enemies, and his feeble punches and kicks look like a toddler's tiny tantrum. Highlander is high on frustration.

Beam Me Up, Scotty

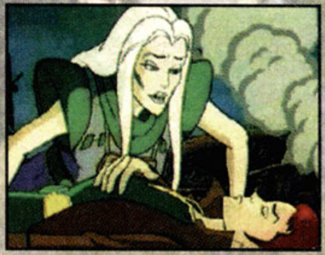
The shame of it is that the graphics have the potential to make a decent game. The animation is generally as sharp and colorful as a good movie. Only the stiff, undetailed polygons of the main characters detract from the visual appeal.

The sounds add little. Eerie music drones on with very few effects to spark your interest, or support the action.

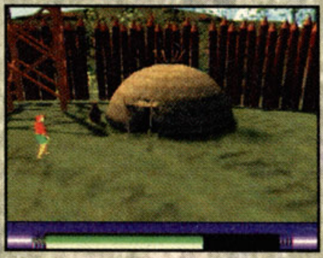
It's hard to think of anyone who would enjoy this game. Fight fans will scoff at the moves, Highlander fans will wonder where the action went, and other gamers will call up stores to ask about their return policy. Highlander leaves you high and dry.



PROTIP: Run to an exit if you're weaponless when enemies surround you. This gate leads to the woods.



PROTIP: Run left in the first open field to find the Mother's Locket. Examine it to learn your true identity.



PROTIP: Don't go into the hut at the right of the tower – an anxious enemy is waiting inside.

Highlander: The Animated Series by Atari

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	1.0	1.0	INT. Intermediate

Price not available
CD
Available now
Action/adventure
1 player

Multiple views
Multiscrolling
ESRB rating: Not yet rated

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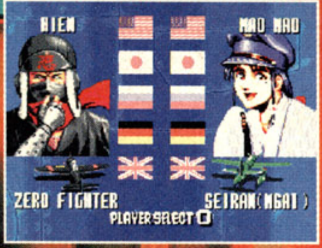
By Major Mike

AERO FIGHTERS 3

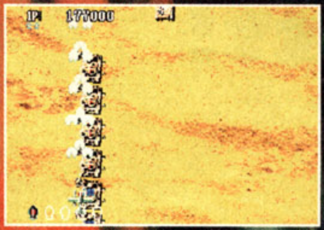
While it's great to see a shooter that uses vintage WW II combat planes, Aero Fighters 3 is basically a vertical scroller with a minor facelift. Sure it has plenty of action, but it's the same game you've been playing for the past few years.

New Story, Same Action

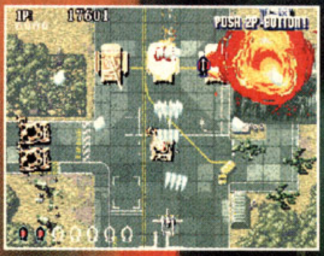
The Aero Fighting squadron's modern, top-of-the-line aircraft are destroyed, and the only available fighters are old prop planes. One big difference with this version versus the previous two is in the two-player mode. In AF 2 you could mix your team of pilots; this time they're locked with their fellow countryman.



Ten pilots – some veterans, some newcomers



PROTIP: In the desert tank bonus stage, stay at the bottom of the screen. The target tanks start to scroll faster.



PROTIP: Shoot all ground structures. Several buildings hide power-ups.

The stages are filled with ground and air targets and some clever historical battlefields. There are also gigantic bosses, but the stages seem shorter than in past games.

The graphics provide enormous explosions and visuals with well-drawn profiles of the pilots. The text between each successful mission, however, is horribly lame.

The audio portion is an excellent accompaniment to the colorful onscreen carnage, and the music also fares well. Since it uses only two buttons, the control is simple and responsive.

Shot Down

Overall, Aero Fighters 3 isn't a bad game; it's just not as fun as AF 2. The vintage planes offer a touch of class, but routine gameplay shoots Aero Fighters 3 down. G

Aero Fighters 3 by Video System

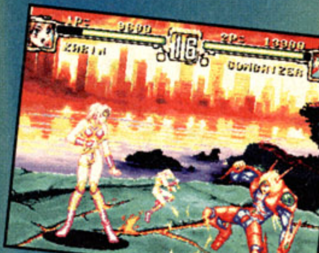
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	3.5	ADJ. Adjustable

Price not available
154 megs
Available now
Shooter
2 players
Overhead view
Not rated by the ESRB

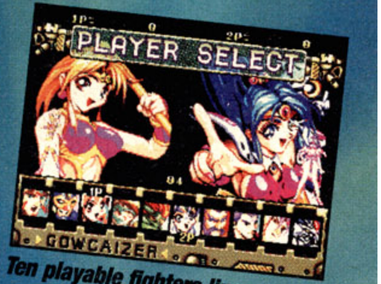
By The Axe Grinder

VOLTAGE FIGHTER GOWCAIZER

With the awesome lineup of fighting games for the Neo, Voltage Fighter Gowcaizer quickly slips to the bottom of the quality chain. This has to be one of the most unappealing and dismal fighting games yet – an amplified statement considering this is the same system that gave us Samurai Shodown and The King of Fighters.



PROTIP: To get rid of Karin's annoying duplication dwarf, hit it with a hard attack.

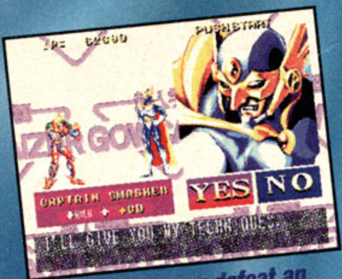


Ten playable fighters line up.

Not Worth the Fight

Ten warriors – everything from movie stars to robots to singers – (dis)grace the screen. There's even a Galford rip-off with a dog that looks like it's made of water. The fighters are blessed with responsive controls, but their dull special moves are unoriginal. The game's most unique feature is the ability to use an opponent's special move once they're defeated.

The graphics and sound don't help either. The character animation is on the sloppy side with clumsy sprites that make the fighters look awkward and silly. In the audio department, some of the effects sound suspiciously like those in Double Dragon with unintelligible expressions of victory and defeat. The music is nothing special either – mostly rock riffs with a touch of jazz.



PROTIP: When you defeat an opponent, pick your special move carefully and make sure it doesn't duplicate one you already have.

Power Outage

Gowcaizer is a low for the Neo – and for fighting games in general. This is one game that's hardly worth the fight, though maybe it's worth a laugh or two. G

Voltage Fighter Gowcaiser
By Technos of Japan

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	4.0	2.0	ADJ. Adjustable

Price not available
186 megs
Available now
Fighting
2 players
Side view
Not rated by the ESRB

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Press 2	**Super Nintendo** **3 tips**
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Press 4	**Alternative Systems** **3 tips**

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Press 3	**Sega Genesis** **2 tips**
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By Scary Larry

Shaq's back, but the larger-than-life basketball superstar is reduced to a shell of his former self. Shaq Fu for the Super Game Boy is injured and should be taken out for the season.

Shaq, Rattle, and Roll

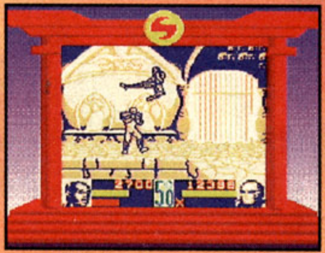
Nowhere near as good as the mediocre 16-bit titles, Shaq Fu for the SGB is a waste of time and thumb tendons. Even portable fans will soon tire of the flaccid controls and rinky-dink gameplay.

SHAQ FU™

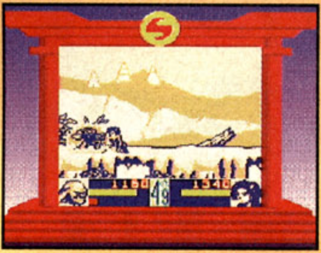
You battle against a bud, take on the computer, or wade through a pretentious story scenario that's definitely NBA (nothing but atrocious). Although there are special moves in the game, you can just as easily win by kicking and punching.

The graphics are a small blur, and special moves don't look very special. The detail on all the fighters is lost, and even Shaq's face in the intro screens looks nothing like him.

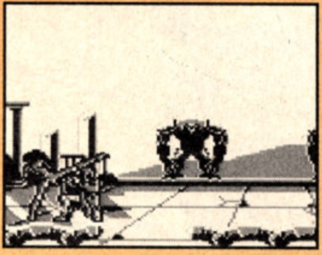
The music is annoying and way too pervasive. Don't expect to hear the Game Boy audio innovations from Metroid or Super Mario Land 2 in this weak cart.



PROTIP: Jump-kick for a bigger energy drain on opponents.



PROTIP: Use your shield (tap Down-Toward and Button A) whenever you're being barraged by projectiles.



PROTIP: The roundhouse kick (tap Away and Button B) is an effective attack when you're playing the computer.

Shaq Smack

True Shaq fans would be better off watching taped games. And fighting fans need not apply because this has nothing to offer that you would want. This is no Love Shaq, just a bunch of Fu-eee. G

Shaq Fu by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	2.0	2.5	ADJ. Adjustable

$29.95
4 megs
Available now
Fighting
2 players
Side view
ESRB rating: Kids to Adults

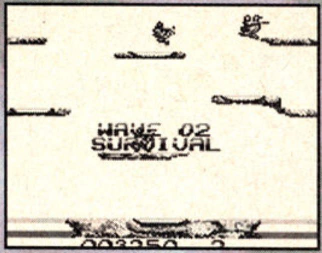
By Tommy Glide

Want to "Defend" your people from swarms of aliens or fly an ostrich into a "Joust?" Get pumped for Nintendo's two-in-one pack featuring both of these classic arcade titles.

Flapping Frenzy

Defender reappears with familiar side-scrolling, alien-blasting levels. But it looks more like the Atari 2600 version than the coin-op classic.

Joust brings back ostrich-riding air combat with its simple flap-or-fall formula. Joust offers two modes: the Normal one resembling the non-scrolling arcade version and a new Advanced mode that scrolls for a slightly higher difficulty level. Both Joust and Defender have added a rapid-fire option.



PROTIP: At the end of an attack wave, position your Jouster on a high perch and drop down on the unsuspecting new arrivals.

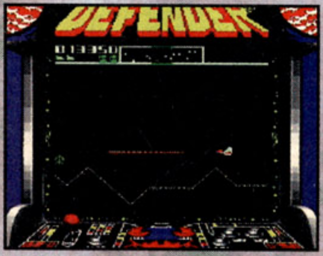
Colorful Defense

The games look decent and scroll smoothly. The aliens in Defender could be darker. On the Super Game Boy, you get the borders that replicate the design of the original coin-op cabinets. Defender's colors burst on the SGB, while multicolored Joust looks a little pale.

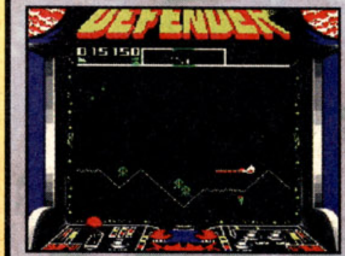
DEFENDER/JOUST

The sound is good, if somewhat static. Nice flapping effects highlight the sound in Joust, and in Defender, you hear that same scorching laser effect. The music simulates the original tunes.

Joust and Defender successfully re-create their arcade experiences. You'll find addictive gameplay with their old-school flavor. G



PROTIP: Use the scanner at the top of the screen to line up aliens with your blaster before they appear.



PROTIP: When you have only one person left, it's best to sit over them and protect them.

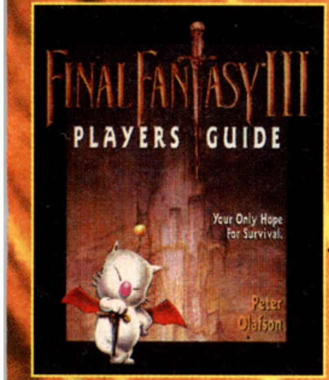
Defender/Joust by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	ADJ. Adjustable

$29.95
1 meg
Available now
Classic arcade shooter
2 players (alternating)
Side view
Side scrolling
ESRB rating: Kids to Adults

GAMEPRO HOT PICKS for '96

Final Fantasy III Player's Guide

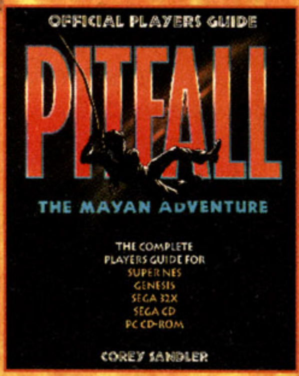


By Peter Olafson

The Espers have returned to let their magic loose on humanity, and all of humankind stands to be wiped out. Can you stop this madness? This guide is jam-packed with the battle strategies and fighting tips needed to defeat Kefka and stop the magical onslaught of the Espers.

$12.95 Code: BK-317 SNES

Pitfall The Mayan Adventure Official Player's Guide

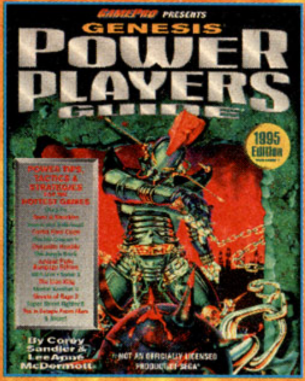


By Corey Sandler

Time is running out for dear old dad! This exclusive full-color Official Player's Guide gives you all the level maps, strategies, and secret codes you'll need to rescue your father from the spirit of an ancient Mayan Warrior. With this guide in your adventurer's pack, success is only a sling stone's throw away!

$13.95 Code: BK-332
Genesis, Sega CD, Sega 32X,
SNES, PC CD-ROM

Genesis Power Player's Guide



By Corey Sandler & LeeAnne McDermott

This guide delivers the winning tips, strategies, and cheats video game players crave. It's packed with techniques to help you master 17 of today's most challenging Genesis games and includes tips and cheats for more than 20 other hit titles. From death-defying combos to secret passcodes, this guide has it all!

$12.95 Code: BK-321 Genesis

Primal Rage Official Player's Guide

By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide is packed with 160 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new Urth.

$10.99 Code: BK-354
Genesis, SNES,
Game Boy, Game Gear

Batman Forever Official Player's Guide

By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

$9.99 Code: BK-360
Genesis, SNES,
Game Boy, Game Gear

Super NES Power Player's Guide

By Corey Sandler & LeeAnne McDermott

From action-packed fighting games to the latest in strategy games, this almanac has all the winning tips, and strategies players need! This guide includes in-depth competition profiles on 15 of today's hottest games, plus tips and strategies for more than 30 other titles. No video game player's collection would be complete without this 176-page strategy guide.

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9601GP

PROREVIEW

Game Gear

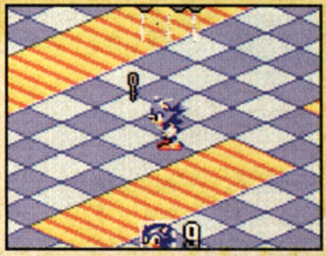
SONIC LABYRINTH

By The Unknown Gamer

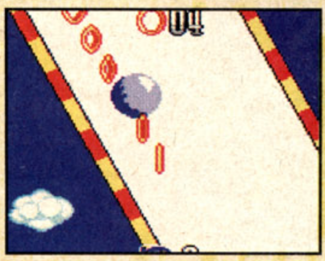
Of the three new Sonic games coming for the Game Gear, the most interesting is Sonic Labyrinth, a cross between traditional Sonic action and Marble Madness.

Sonic Madness

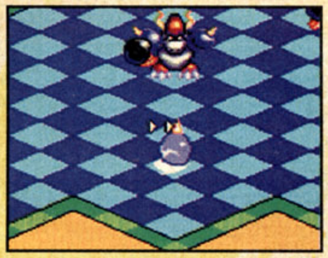
You'll recognize Sonic immediately, but actually this game presents a whole new look for the 'hog. In maze-style action similar to Marble Madness, Sonic zips up and down 3D ramps while dodging exploding platforms and laser beams as he searches for the magic keys that enable him to exit the maze.



PROTIP: Some keys aren't in plain sight. You may have to destroy an enemy to locate them.



PROTIP: Collect 100 rings in the bonus rounds and earn a 1-up.



PROTIP: Charge up your spin before hitting the boss, or you'll be in for a long night.

The gameplay is similar in each of the four zones. Most of his traditional moves are missing, but Sonic still takes out foes with his trademark Spin Dash move. Maneuvering around takes a bit of practice, but the controls are simple.

The final subzone in each area includes a ring-nabbing bonus round plus a battle with a boss. These boss battles, which will be familiar to Sonic fans, take some doing on the tiny screen.

Standard Sonic

The graphics and sounds aren't special. The simple layout is appealing, but the itty bitty Sonic is a strain without bifocals. Standard Sonic rinky-dink sounds aren't essential to the game; you'll want to turn them off.

Sonic has starred in some excellent Game Gear games. This change-of-pace cart is a good addition to his handheld collection. G

Sonic Labyrinth by Sega

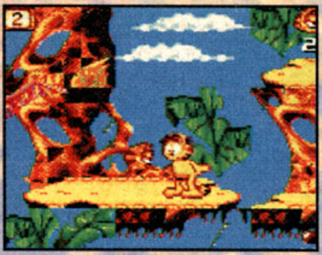
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	INT. Intermediate

Price not available
4 megs
Available now
Puzzle/action
1 player
4 zones
¾ overhead view
Multiscrolling
ESRB rating: Kids to Adults

Garfield

By The Unknown Gamer

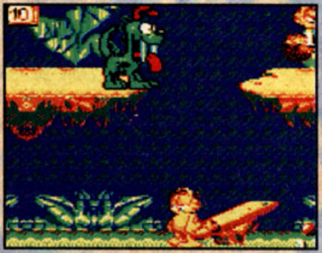
America's most famous feline claws his way into the video game world with this pleasing action/adventure romp.



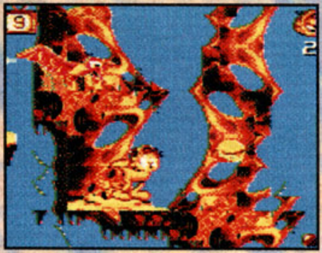
PROTIP: To find a hidden 1-up, ride high into the sky on the second water spout in the Cave area. Then jump to the left across the platforms.

Cat Nap

When his TV goes haywire, Garfield gets sucked into a series of adventures in some very strange lands, ranging from prehistoric worlds to the inside of an Egyptian pyramid. The side-scrolling hop-n-bop gameplay is straightforward and simple – Garfield's just trying to get from one end of each level to the other. Along the way he encounters plenty of strange enemies – none too onerous – and even some who look like Odie.



PROTIP: To defeat Odie, catapult rocks up into the air and knock him down. Then follow up by pelting him with coconuts until he's beaten.



PROTIP: There's cat chow everywhere. Eat whenever you can, and you'll never die.

Garfield fortifies himself with his favorite foods, including lasagna and pepperoni pizza. He can also grab objects to toss at his foes. This cat's easy to control as he hops from obstacle to obstacle. But it isn't all fun and games – Garfield's also gotta use his noggin to solve a few puzzles.

Feline Groovy

Thanks to Garfield's creator, Jim Davis, who helped develop this game, Garfield looks and acts like Garfield, giving an otherwise-ordinary game some pizzazz. Garfield's mugs and shrugs are funny and, dare we say it, cute. The sounds are above average for the Game Gear, featuring unobtrusive tunes and just the right sound effects.

Garfield's hardly the game of the year, but if you're hunting for a holiday gift for a beginning or young gamer, take home this cat. G

Garfield by Sega

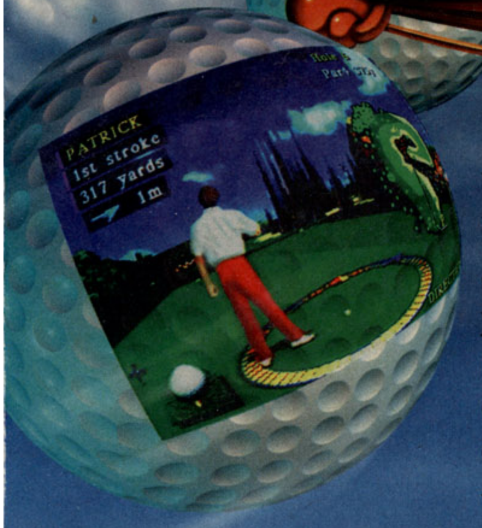
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	BEG. Beginner

$44.99
8 megs
Available now
Action/adventure
1 player
3 Acts
Side view
Side scrolling
ESRB rating: Kids to Adults

VALORA
VALLEY
GOLF
TM

LEADERS

PRO IR	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	PAR	5	4	4	3	5	4	4	4	3	5	4	4	3	4	4	3	5	4
	Lee	1	2	3	4	4	4	5											
	MacDonald	0	1	0	0	2	3	3	3	3	4	4							
	Takahashi	1	1	1	1	1	2	2	3	3	4	4							
	Levy	1	2	3	3	2													
	YOU	**4**	**4**	**4**	**1**	**4**	**3**	**3**	**3**	**1**	**3**	**2**	**3**	**3**	**4**	**4**	**2**	**4**	**3**
	Schwartz	2	2	2	2	2	2	2											
	Robinson	0	0	0	0	1	2	2	2										
	Turner	1	2																
	Wilson	0	0	1	1	2													
	Jenkins	0	0	0	0	1	2												



Your name on the leaderboard. You have thought about it and dreamed about it. Stop dreaming. This game puts you there. And it puts you there with putts that physics cannot explain, and drives that put a real hurt on the competition, not to mention the ball.

Valora Valley Golf...where the impossible is just another win.

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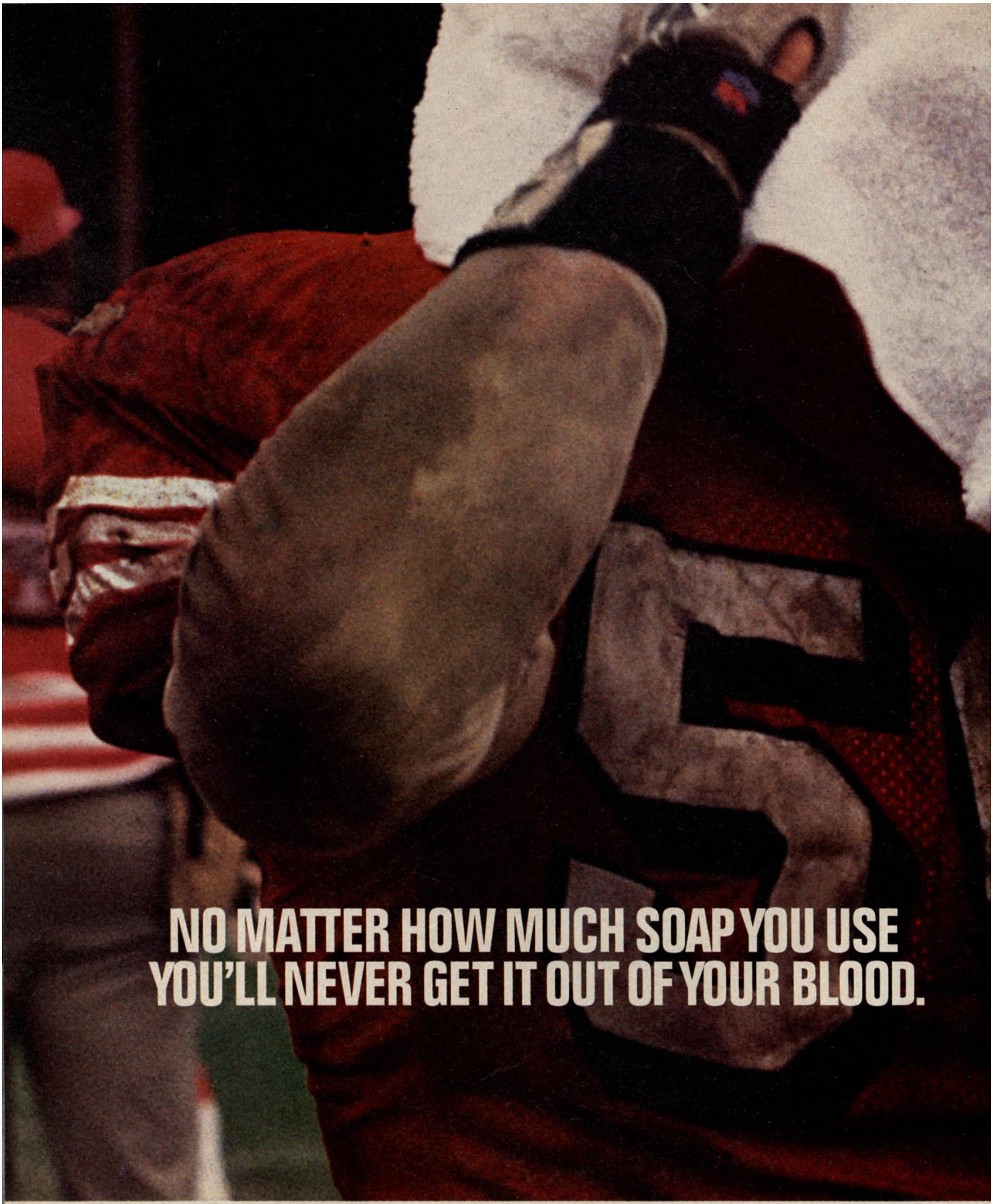
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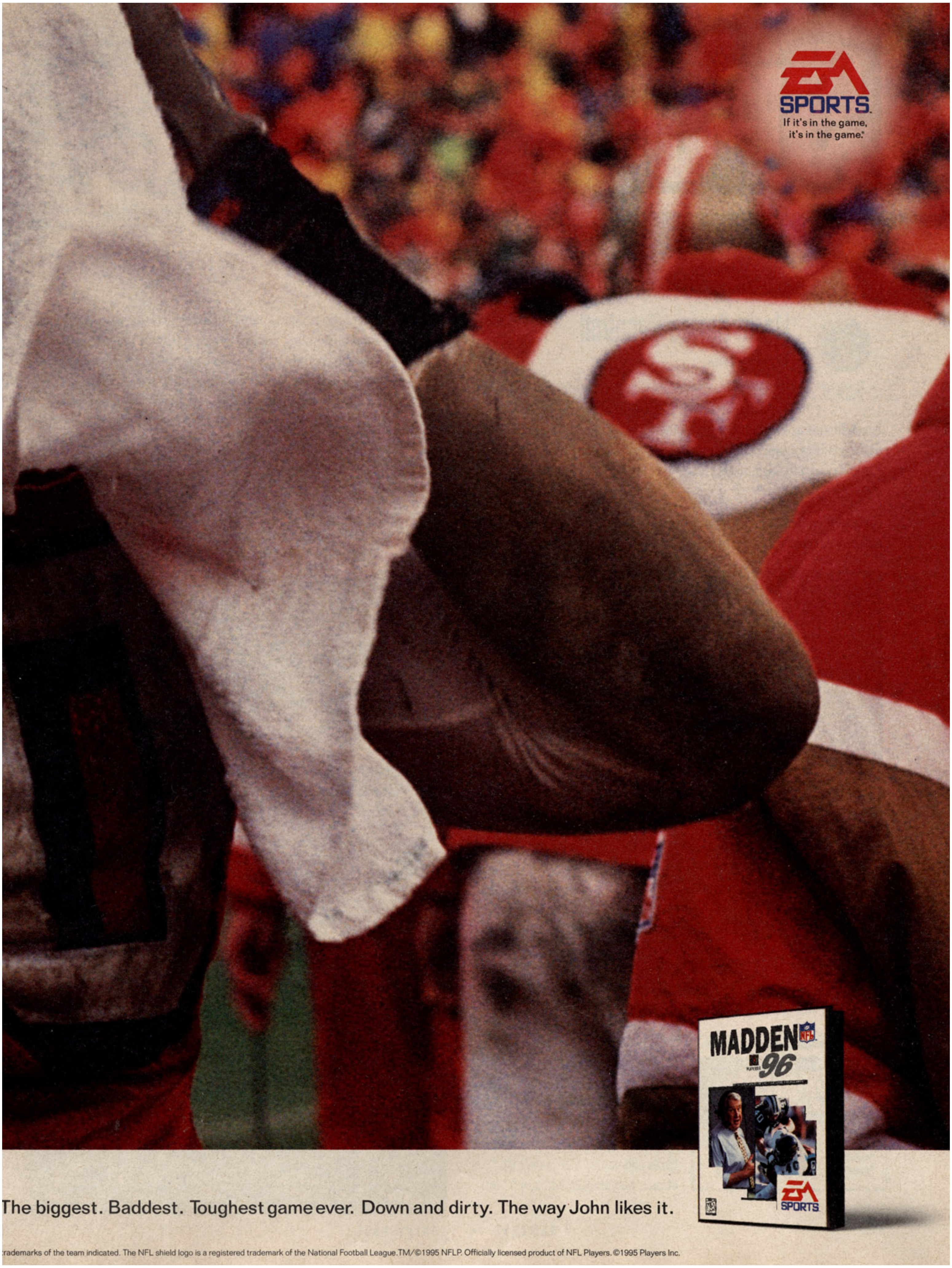
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SPORTS PAGES

PLAY FOOTBALL

Flashy World Series Slides into Home on Saturn

World Series Baseball

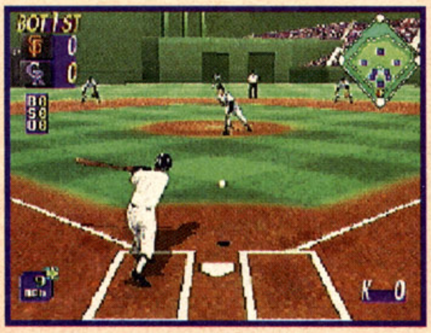
By Air Hendrix

Saturn

With impressive graphics and lifelike play calls, World Series Baseball for the Saturn envelopes you in a TV baseball atmosphere. Once fans of the Genesis version are accustomed to the glamour, though, they may be disappointed by the less realistic gameplay and the feature shortage.

Play Ball!

Equipped with all the major-league players and teams, World Series lets two players step up to the plate in Exhibition, Pennant Race, and All-Star modes. Four players can compete round-robin-style in the Playoffs or Home Run Derby. But there are only four plates to choose from – Fenway Park, the Astrodome, Wrigley Field, or Yankee Stadium.



PROTIP: Constantly vary your pitches. If you stick with a favorite too long, your opponent will wise up and crack it over the fence.

Graphically, the stadiums are rich, realistic 3D environments. Five intriguing but often disorienting camera angles track the ball as it zips toward the fence, and the respectably large sprites move smoothly. On the down side, Sega foolishly abandoned the cool close-up Genesis view for a functional but less involving behind-the-batter perspective.

Striking sounds alleviate these problems. With a TV-like ring, the superb announcer introduces batters by name and calls plays with accurate, varied, and colorful commentary. The crowd cheers tend toward 16-bit white noise, but with a gruff ump and solid bat and ball cracks, the sounds will knock your socks off.

World Series Baseball by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	ADJ. Adjustable

$69.99	4 players
CD	Multiple views
Available now	Save feature
Baseball	ESRB rating: Kids to Adults

Slicing Foul?

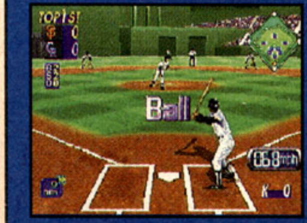
This World Series plays more like a boisterous pick-up-and-play arcade-style game than a detailed baseball sim, and the minimal features and controls effectively support that gameplay style. You won't find classic players like Mickey Mantle or Ty Cobb, and the teams require little management beyond substituting players and positioning fielders. You can't trade players, create custom rosters or players, buy or sell teams, or run a draft – which doesn't matter if you just want to have fun cranking out homers.

The decent controls arm you with four pitches and responsive swinging and base running, but those sim fans won't like steering the pitches. And fielding deep in the outfield will trouble everyone because the small outfield sprites make it hard to accurately collect the ball.

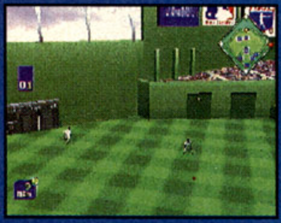
Grandiose Slam

World Series' glitter many not sustain hardcore baseball-sim fans, but the fast, furious fun will ensnare everyone else. Saturn owners should check out this game – so far, it's one of the young system's top titles. ■

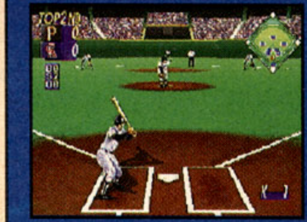
World Series Tips



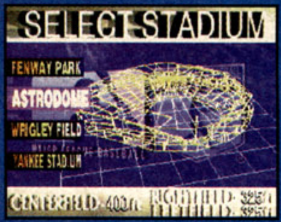
PROTIP: When you have two strikes and one or two balls, the CPU usually pitches balls – watch for curves to the outside.



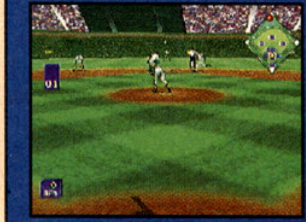
PROTIP: Begin moving your fielder as soon as you have a sense of the ball's path.



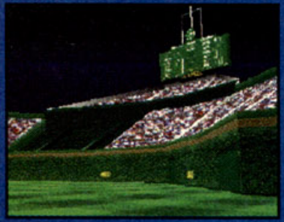
PROTIP: As the pitch comes in, adjust your position in the box.



Choose from four famous big-league stadiums.



PROTIP: Throw to the bases regularly to squelch steals.



Rendered 3D graphics realistically re-create Wrigley Field at night.

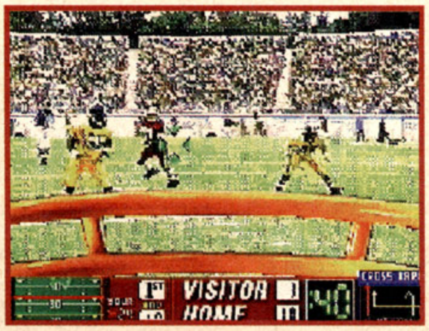
QB Attack Scores Big but Lacks Team Support

Quarterback Attack

By Greasy Gus

Saturn

QB or not QB? That is the question. In this football game, you play as only the quarterback. If you can live without an NFL license, a season mode, a two-player mode, and the ability to play defense and special teams, you'll have a great time.

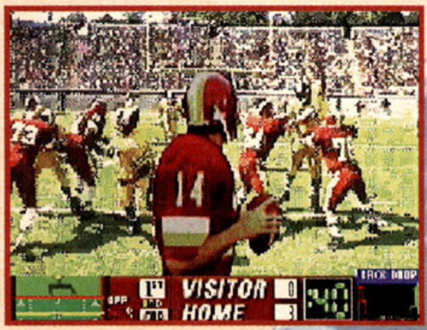


PROTIP: In a long-running pattern, lead your receivers with the crosshair. In a button-hook pattern, hit your boy in the numbers.

Off the Bench

Take the field as a rookie quarterback with something to prove to your team and your "bear" of a coach, Mike Ditka. With a first-person helmet-cam view of the gridiron, Quarterback Attack is undoubtedly the most interactive full-motion-video (FMV) sports sim to date.

You do everything a real QB does: call the play and the cadence, study the defense at the line and adjust with audibles if necessary, dodge the rush, find your open man, and get your crosshair on him for a clean pass. You even have the option of eating the ball Steve Young–style and scrambling for some yards yourself. Screw up, and you'll feel the humiliation of the sack.



PROTIP: If you send all your receivers deep, sit patiently in the pocket for a couple of seconds so you can dodge the rush while your teammates make tracks downfield. Then quickly look for the open man.

Between touchdowns and turnovers, you get video clips of what's happening with your defense and special teams, and whether or not the opposing team has put you in the hole. Once you've seen this a few times, you can skip past it, check the scoreboard, and quickly get back behind the ball.

Clipping Penalty

QB Attack looks pretty good with well-shot video that now encompasses most of the screen, as opposed to past FMV games for the 3DO and Sega CD that played in smaller windows. While the video is expanded and there's no noticeable load time, some of the footage still seems pixelated. And like past FMV games, it won't take long for you to recognize some of the repeating clips.

Quarterback Attack by Digital Pictures

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ. Adjustable

$65
CD
Available now
Football
1 player

Multiple views
Multiscrolling
Save feature
ESRB rating: Kids to Adults

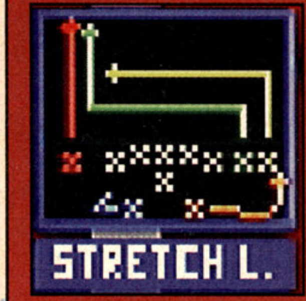
The sounds, like the graphics, get the job done. You hear comments from your teammates, the continuous drone of the crowd, and some mild thumps and crunches with each play. But occasionally you'll see something happen (like a kick) that should have been accompanied by a sound (the booting of the ball), and the silence becomes a glaring omission.

Armchair Attack

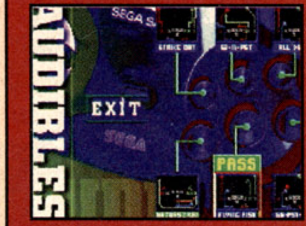
The control excels. The game captures the quick decision making that's necessary in a pass situation and gives you good views on your receiver reads, which makes QB Attack a pleasure to play. With six difficulty levels ranging from Junior to Pro, the challenge will not quickly dissolve.

For armchair quarterbacks, this game is a dream come true. Players looking for a comprehensive football experience should definitely look elsewhere, though. ■

Quarterback Attack Tips



PROTIP: Incorporate your backs into your patterns. For example, release the right back for a quick pass while your receivers draw the defense deep and to the left. You can often just dump it to him for quick, short yards.



PROTIP: Build diverse but familiar plays into your audibles. Use them when running a no-huddle offense. The play you choose will appear in the lower-right corner.

VISITOR
HOME

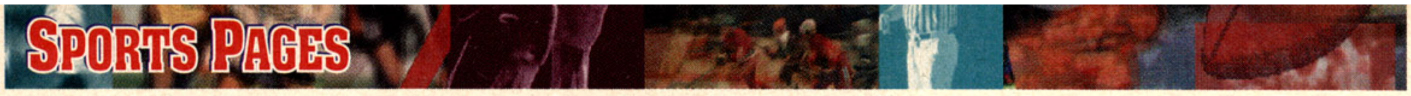
PROTIP: Break up your passing with an occasional run, especially in short-yardage situations. The halfback toss is usually good for a few yards.

VISITOR
HOME

PROTIP: On long bombs and when first learning the passing game, keep your backs at home to block. The added protection gives you extra time in the pocket to toss it deep to your receivers.

VISITOR
HOME

Iron Mike is a supportive coach…most of the time.



Sega's College Football Misses Second Championship

College Football's National Championship II

By Johnny Ballgame

Genesis

College Football's National Championship II goes from Heisman hopeful to bench jockey in the time it takes to play one quarter. The game can't live up to the challenge of EA Sports' College Football USA, and it's not nearly as fun or realistic.

Academically Ineligible

National Championship has only 32 teams, far from the number necessary to please fans. Sufficient plays are lacking, and the menu to reach them is confusing.

The players show no visual improvement from last year's game. No new animations were added to lend any graphical realism.

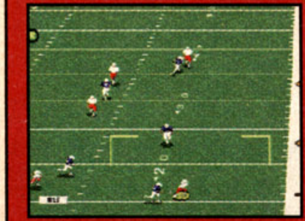
The views are the same as Sega's other football titles. Your pass will seem on line, but suddenly the game will stop to zoom in and you'll watch the ball whiz by your receiver's head. Turn off the zoom mode, and you're playing a game with small sprites.

Denied in the Draft

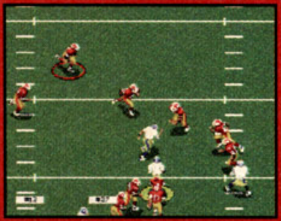
As far as sound goes, the quarterbacks don't even say "Hike" when the ball is snapped. After each touchdown, it sounds like a gunshot goes off in the back, and the crowd noise sounds more like static.

Notify the next of kin. Sega's hopes of a national championship are dead on arrival. ■

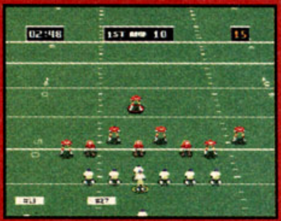
College Football Tips



PROTIP: On passing plays, if nobody is open and you have a lane to run in, take it and try for the first down yourself.



PROTIP: When in heavy traffic, utilize the spin move to break tackles and get into the open field.



PROTIP: On passing downs, become a safety and anticipate where the ball will be thrown. Then step in front of the receiver for the interception.

College Football's National Championship II by Sega

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	3.0	3.0	Adjustable

$70
16 megs
Available now
Football
Multiple views
4 players (with multi-player adapter)
ESRB rating: Kids to Adults

NBA Give 'N Go Goes Almost Nowhere on the SNES

NBA Give 'N Go

By Super Dizzy Jet

Super NES

Although it's a home version of the exciting arcade game Run 'N Gun, Give 'N Go doesn't give much.

Alley-Oops!

With more options than a player's contract (like Arcade, Playoffs, Exhibition, and Team Edit modes), the game hardly lacks potential. It's the sluggish, unexciting gameplay that calls for a foul. You move up and down the court very slowly.

With the slanted perspective (similar to that of Slam 'N Jam), it's difficult to see where your teammates are when they're offscreen. The graphics and player animations are rather choppy – especially when going up for dunks. There's also some graphical breakup when players bunch together. The controls are very responsive, though, with dunks and three-pointers galore, and the four-player option is always a welcome addition.

The audio track is innocuous at best with the faint roar of the crowd kicking in whenever a basket scores. The music's jazzy tone is upbeat and pleasant, but the announcer could use some work – his exclamations consist of expressions like "Oh, violation."

Give 'N Gone

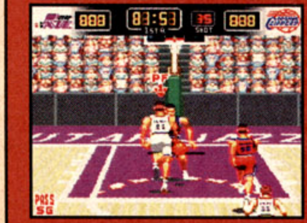
Give 'N Go isn't the worst basketball game out there – it just isn't an arresting one. B-ball fans will be better off with an offering like NBA Live '95. ■

NBA Give 'N Go by Konami

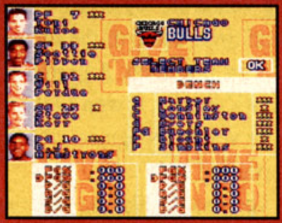
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	4.0	2.5	Intermediate

Price not available
16 megs
Available now
Basketball
Side view
4 players (using multi-player adapter)
Multiscrolling
ESRB rating: Kids to Adults

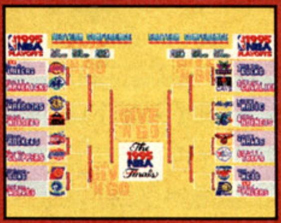
Give 'N Go Tips



PROTIP: When playing against the computer, don't worry about steals – CPU opponents hardly ever take the ball from you.



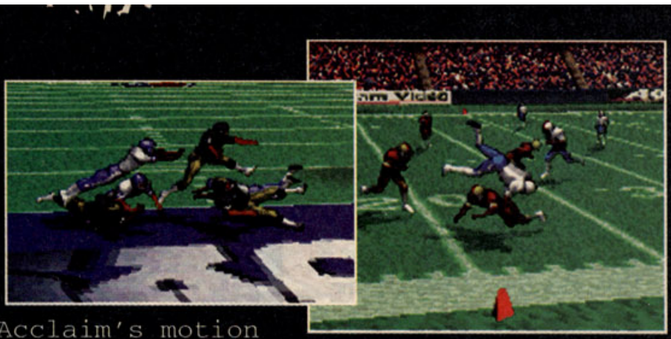
PROTIP: Check out the teams' strengths and weaknesses in the Exhibition mode.



All the NBA teams – including two all-star teams

to those who say they've got the stuff,
we say...

Put up or Shut up.



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Acclaim® entertainment inc.

PGA Tour '96

By Scary Larry

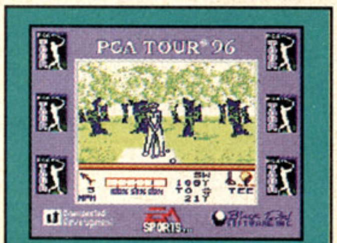
Super Game Boy

With PGA Tour '96, the Game Boy clubs its way onto the links. This minute golf game is actually fun.

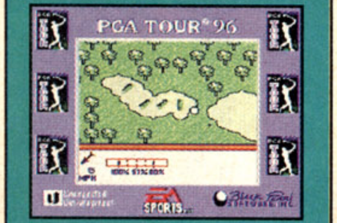
It takes a pretty boring car trip to have to play golf on a portable, but PGA actually doesn't suck. All the standards are here (club selection, swing meter, even course overview), but the most appealing aspect is the plug-and-play feel.

The graphics and sound aren't spectacular, but your eyes and ears won't suffer much. Your golfer has a complete swing, and the game does a nice job of following the ball.

PGA Tour '96 is as easy as looking foolish in plaid pants. Don't pay green fees, don't worry about everyone else's score. Just swing with this decent cart. ■



PROTIP: Club selection is not automatic. Pick the right club for the right hole.



PROTIP: Watch the wind meter carefully. It affects the distance your ball travels.

PGA Tour '96 by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	4.0	Intermediate

$34.95
4 megs
Available now
Golf
2 players
4 courses
Passwords
ESRB rating: Kids to Adults

PGA Tour '96

By Scary Larry

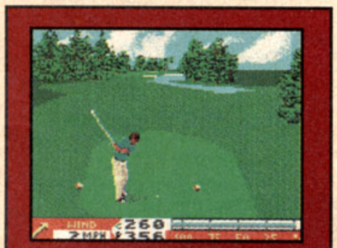
Game Gear

Game Gear sports fans get a taste of the green with PGA Tour '96. While the green looks good, the slow screen redraw will make you think you're stuck in a sand trap for good.

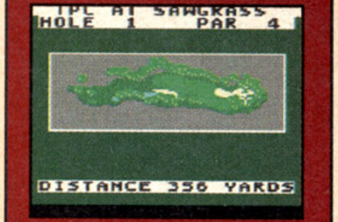
Although the graphics are slightly better than the Game Boy version's, too many small "enhancements" like the putting grid and the tips before each round really slow the game down.

The music is standard Game Gear tin-speaker surround sound, but the sound effects are below average, and there are no crowd sounds.

Although not as access-ready as the Game Boy, this cart is still a lot of fun. Just like in the real PGA, when the action actually gets going, it's a great game. ■



PROTIP: Club selection is automatic, but watch the distances. Choose a club just under the distance and charge it to 100 percent.



PROTIP: Carefully check the overhead view at the beginning of each hole for hazards.

PGA Tour Golf '96 by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	3.5	3.0	Intermediate

$39.95
4 megs
Available now
Golf
4 players
4 courses
ESRB rating: Kids to Adults

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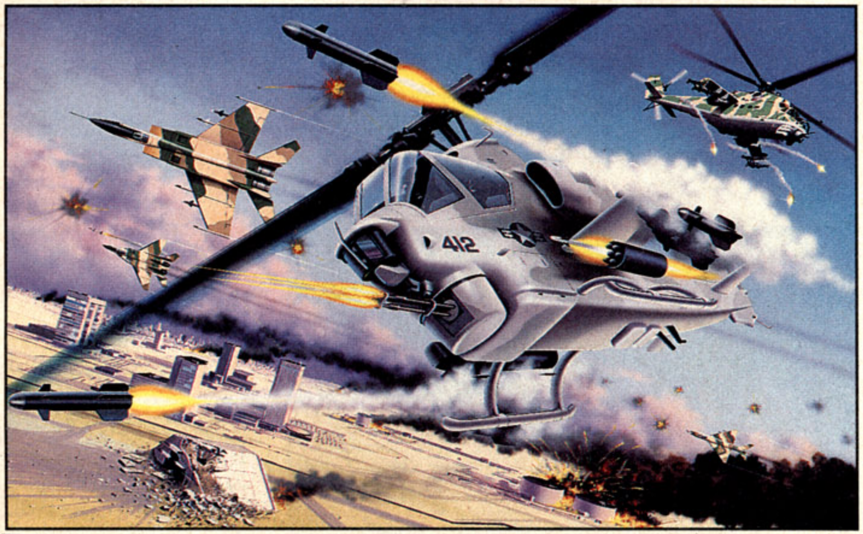
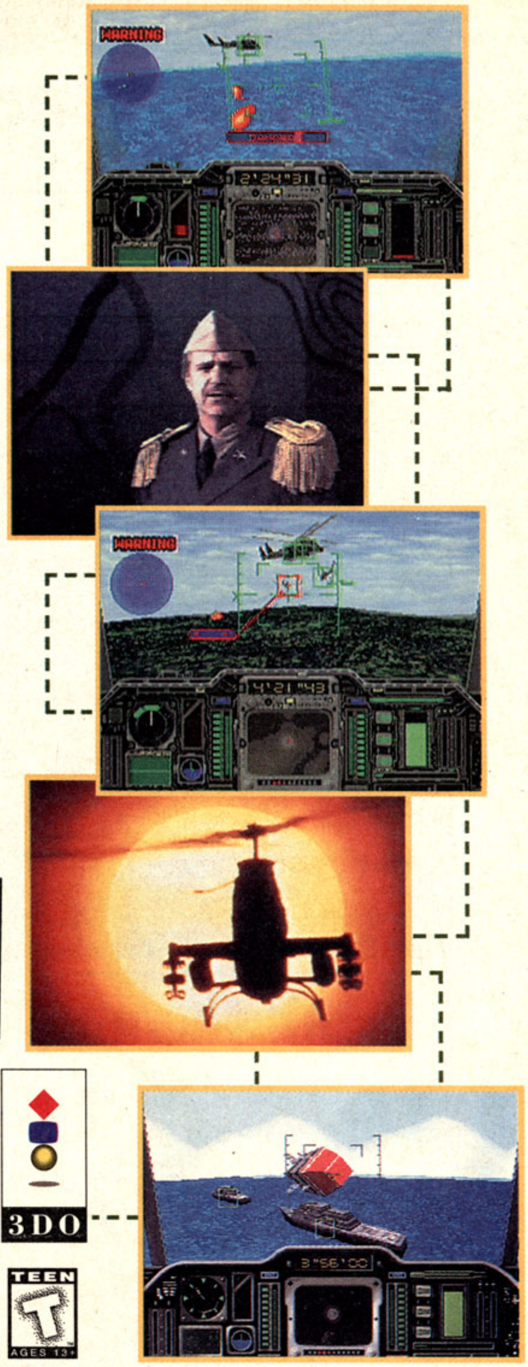


THESE CLOWNS A FEW TASTY MISSILES."



3DO

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Solid International Soccer for SNES Sports-Sim Fans

International Superstar Soccer Deluxe

By Videohead

Super NES

Dig out the cleats – The soccer season hasn't quite come to a close on your SNES. International Superstar Soccer Deluxe ain't FIFA, but it's a respectable game.

Fielding the Choices

This sequel to Konami's last soccer title gives you larger players with more animations, more moves, lots of new control options, improved defensive A.I., and more stadiums. The 36 international teams come ready to play with no world-league license or actual players.

Controlwise, the action is easy to handle. The learning curve is short, especially if you use the training mode. Unfortunately, manual goalie control is difficult. As play approaches the net, you must control the goalie, watch the radar, track the play, and control defense.

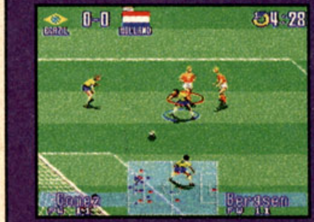
It Takes Tunes to Tango

Graphically, you get large, fairly detailed sprites. Combined with the close-in side view, though, their size makes high kicks difficult to follow when the ball travels off your screen.

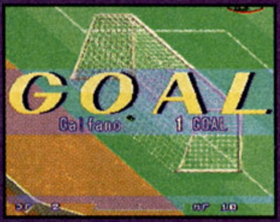
Thankfully, you don't have to listen to the salsa/jazz tunes during gameplay. There's a large amount of voice, and the announcer's excitement is contagious. The crowd chants have a FIFA flavor.

International Superstar Soccer Deluxe brings solid play to the match. Soccer fans should appreciate it. ■

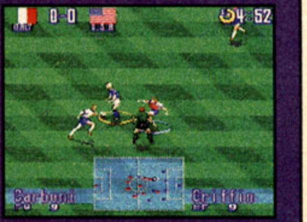
Superstar Soccer Tips



PROTIP: Take on the easy teams while learning the ropes.



PROTIP: Learn the header early. A header into the net is often a goal.



PROTIP: Use the radar to set your downfield strategy.

International Superstar Soccer Deluxe
By Konami

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ. Adjustable

Price not available
16 megs
Available now
Soccer
Side view
4 players (using multi-player adapter)
Passwords
ESRB rating: Kids to Adults

Frank Thomas "Big Hurt" Baseball Faces Big Injury

Frank Thomas "Big Hurt" Baseball

By Videohead

Genesis

Vying for supremacy against World Series '95 and Triple Play puts Frank Thomas's bland baseball sim in a world of hurt.

Let's Be Frank

There's nothing awful here, but there aren't a lot of exceptional features either. Standard options include Exhibition, Season, and Playoff games; a Home Run Derby; and Clutch Time situations where you make the plays.

Since the game has all the real major-league players, you can assume it was a cost-saving measure to skip the real logos and team names. An edit option, however, enables you to replace the substituted city name with the real McCoy.

The gameplay is resoundingly average and, at times, glitchy. For instance, when you bring your right fielder in to scoop the ball, it magically appears in his glove when he's about seven feet away.

The pitching is straightforward, and you can put aftertouches on the ball. But fielding is difficult because your players move slowly.

Field of Dreams

Graphically, the player animation is terrific. Your swinging batter isn't as detailed as the batter in World Series, but he moves better. Disastrously, the ballparks don't even look remotely authentic.

The sounds are mostly average with the familiar ballpark jingle. But static crowd noise and jagged voices drive it foul.

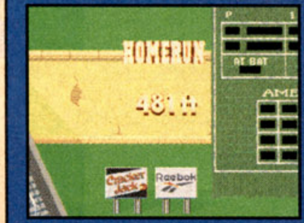
The call at the plate is to play baseball on another field or rent Frank Thomas before you buy. ■

Frank Thomas "Big Hurt" Baseball
By Acclaim

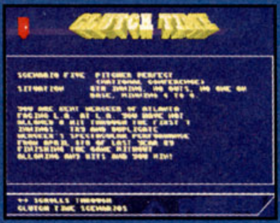
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.5	2.5	ADJ. Adjustable

$74.95
32 megs
Available now
Baseball
2 players
Behind-the-batter view
Battery backup
ESRB rating: Kids to Adults

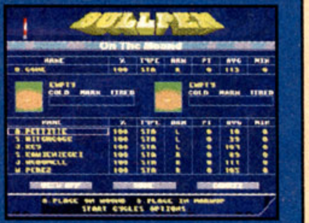
"Big Hurt" Baseball Tips



When you see all those parks, don't expect much. You selected Boston, but where the heck's the Green Monster?



PROTIP: Practice with the Clutch Time scenarios before bringing on a second player.



PROTIP: Choosing a pitcher with less than a 100 percent effectiveness rating is risky.

NFL™

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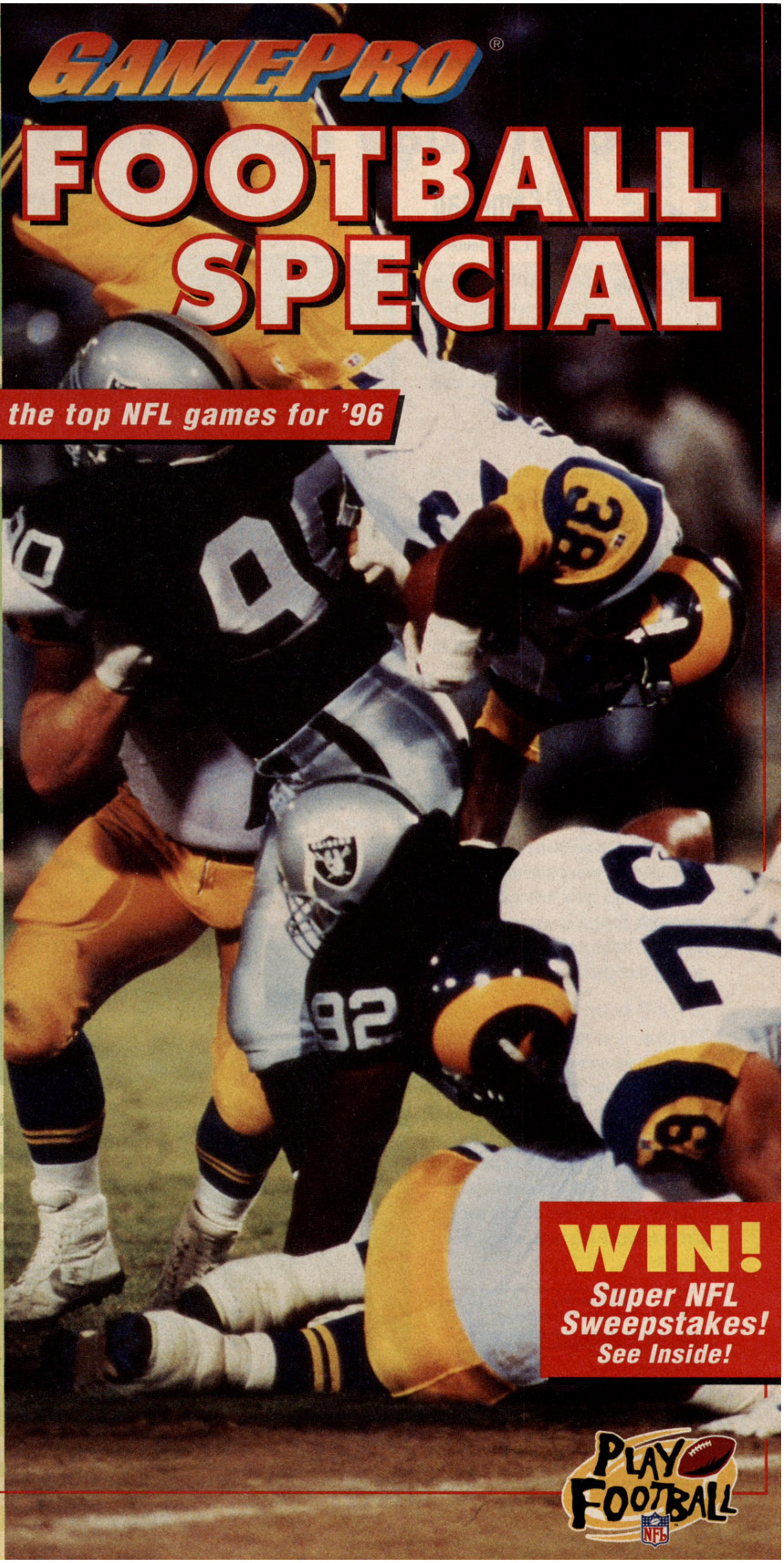

Reviews and Previews of the top NFL games for '96

- NFL GameDay
- Madden Football '96
- NFL Quarterback Club '96
- NFL Full Contact
- Unnecessary Roughness '96
- Tecmo Super Bowl 3: The Final Edition
- Front Page Sports: Football Pro '96
- Ultimate Football '96
- NFL Pro League Football
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PLAY FOOTBALL

NFL

GameDay Could Go All the Way!

NFL GameDay

By Scary Larry-Jabbar

PlayStation Sony hits the next-gen systems with the best football CD to date. With features, options, and gameplay that rival anything else on the market, NFL GameDay is one hot ticket.

Gridiron Glory

Starting from the top, GameDay sports some of the coolest graphics seen for any next-gen game, and it's certainly heads and tails above the rest of the football pack. From the cool rendered helmets at the intro to crisp, full-field views when you throw to stadiums all around the league, GameDay has it all.

You have updated rosters of all 30 NFL teams (including expansion teams) with realistic action for each individual player. For example, if you're a mediocre running back like Harvey Williams, you'll have difficulty performing running moves against defenders. But if you're Emmitt Smith, you'll stiff-arm, spin out of tackles, and jump over diving linemen with no lag time. On defense, you can tackle, intercept, and tip balls better than the pros.

Other options include injuries, player trades, and onfield substitutions, all done with a minimum of button fussing. Receivers are assigned one of the four main buttons, and the play book, though sparse by Madden standards, highlights the passing and rushing strengths of each team.

BOOM! with a View

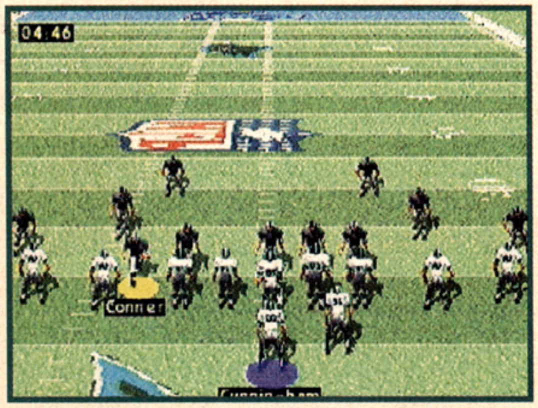
The crisp, clean graphics feature well-proportioned sprites (larger would be too cumbersome and smaller is never better). The action moves fast, and pixelization is kept to a minimum, even with the scaling. Other graphical touches (like lightning flashing when a player makes a huge hit in a rainy game) enhance this otherwise-flawless sim.

NFL GameDay
By Sony Computer Entertainment

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADJ. Adjustable

Price not available
CD
Available now
Football

2 players
Multiple views
ESRB rating: Kids to Adults

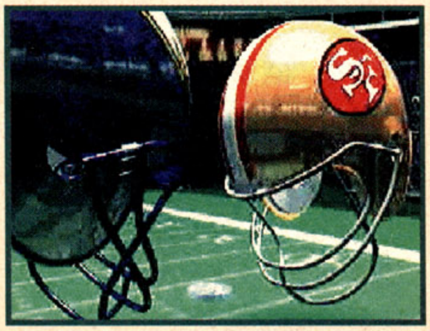


PROTIP: When playing against the computer, keep an eye on your offense the minute the play starts. They will use the five-yard "bump zone" to knock your player out of his receiving zone.

The sound effects are also a cut above. From the clink of the coin toss to the stadium shouts of "Dee-fense!", the sound is crystal clear. Every bone-crunching tackle, every quarterback cry of pain, and every crowd cheer is included here.

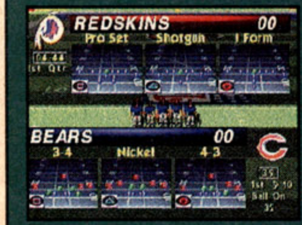
Judgment GameDay

NFL GameDay is just what the next-gen sports fan is looking for. And with three skill levels (Rookie, Veteran, All Pro) to choose from, this game is so addictive you may find yourself missing a few kickoffs while you live your dream as Sanders or Rice. The PlayStation and Sony bring that dream one step closer. ■

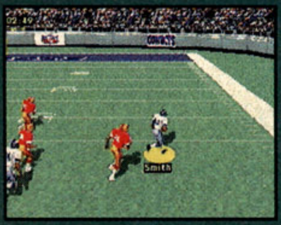


Helmet-to-helmet action has never been more real, as seen here in the FMV intro.

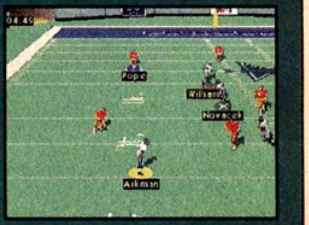
NFL GameDay Tips



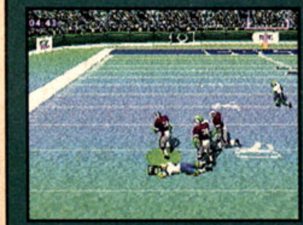
PROTIP: Play your base defenses often (4–3 or 3–4) because both are good against the run and the pass. Save Nickel or Dime for passing situations.



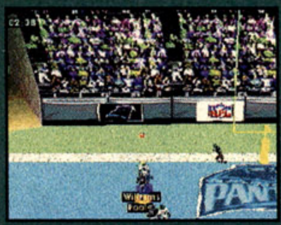
PROTIP: When using a good running back (such as Smith or Sanders), time the speed burst to burn trailing tacklers. Just as the tackler approaches, let loose.



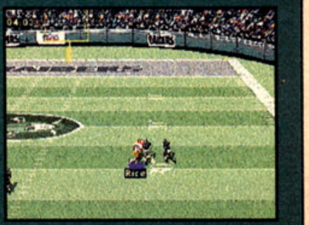
PROTIP: Crossing patterns work well against slower, inattentive corners (like the 49ers Marquez Pope).



PROTIP: To get extra yardage, spin your receiver.



PROTIP: On defense, make sure to try for the tip.



PROTIP: Young to Rice: Money all the way.

QB Club: Everyone's Super Bowl Bound

NFL Quarterback Club '96

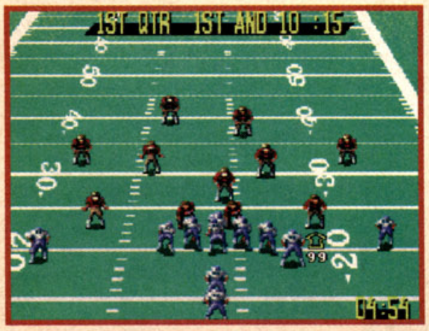
By Slo Mo

Genesis

You think Jerry Jones loaded up the Cowboys? Acclaim and Iguana Software dug deep for an all-out attack on Madden Football that certainly establishes Quarterback Club as one of the league's best. But no team is unbeatable, particularly in this game.

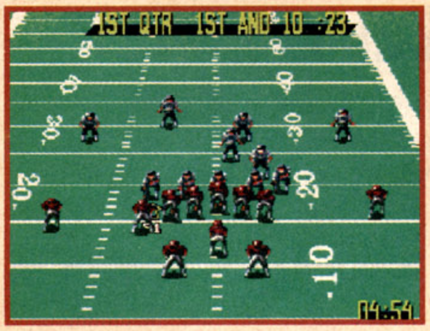
Solid Fundamentals

QB Club has the basics covered. All 30 NFL teams and their starting players are present. There are roughly 400 plays, which you can flip. Also, up to five players can play, and QB Club's packed with stats right down to the number of running plays that were run left or right.



PROTIP: Put pressure on the passer by overshifting defensive ends wide of the tackles.

The Club's game-winning visuals really pump up the action. The classic behind-your-team look paints a topnotch, 50-yard downfield view that includes all 22 players. Add sharp sprites, and this game is a Genesis division leader. However, the gameplay animation is slower than Madden's.



PROTIP: New formations for Club '96 include a run-stuffing 4–6 defensive alignment.

Clear, distinct quarterback-signal barking and referee calls juice the audio. The crowd even responds to the home team.

Moves You Can Use

The controls are first string, even though ball carriers have just two moves and it's tough to tackle from behind. The Hyper Audibles in particular are an excellent control feature. You can set six regular audibles, but Hyper's built-in button sequences unleash 54 preset audibles on the fly.

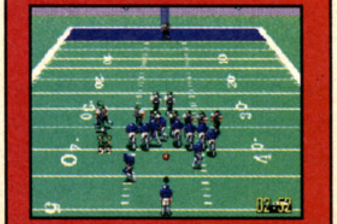
The intelligently constructed Practice mode is one of the best "extras" in this football game. This radical and practical feature contains 19 drills for offense, defense, and special teams, which use actual gameplay views and controls.

With such an overwhelming wealth of assets, can QB Club's championship drive stall? It happens to the best. Like the '95 edition, the CPU's easily beaten even at the All-Pro skill level. It's a gas to go undefeated in the NFL by racking up college football scores; however, football purists may bail long before they decide to take the Panthers roaring to the Super Bowl.

For Members Only

Quarterback Club is an impressive, finely crafted game for the masses that's easily the class of the Intermediates league. For gonzo football gamers, though, the average CPU doesn't match Madden '96's tough A.I. Apply for Club membership accordingly. ■

QB Club Tips

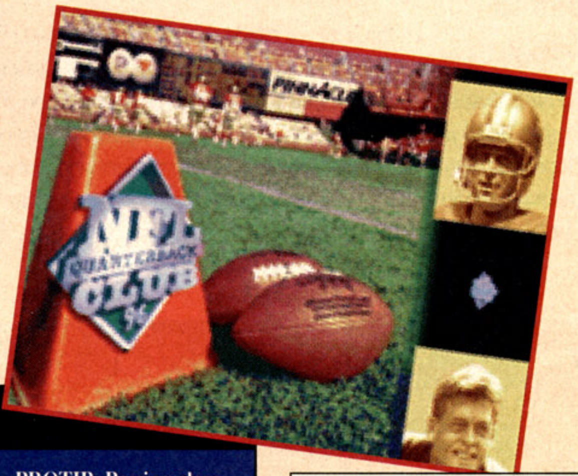


PROTIP: To block punts, select Punt and Full Block. Select an outside rusher. At the snap, hit Button C to speed rush inside the blocker closest to the punter, then hit Button A to dive.

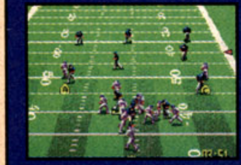
Welcome to the PolyGram Preview, brought to you by PolyGram Video's 'Greatest Ever'. I'm Thomas Dupree with Bill Evans. To

Great game, but these boring, gratuitous announcers gotta go!

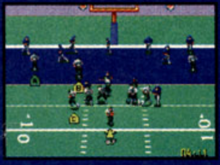
PROTIP: Develop a dependable Short or Medium pass play to a back, and two-point conversions are money in the bank.



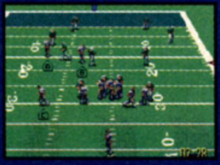
High-Percentage Passing Plays



PROTIP: Select Pro Set, Long, 43 PR. Pass to wide receiver A.



PROTIP: Select Pro Set, Medium, Square In. Pass to back C.



PROTIP: Select Far-Near, Medium, Twin Posts Trailer. Pass to back C.

PROTIP: Passing plays work best when you pass quickly to the wide part of the field.

NFL Quarterback Club '96 by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.0	INT. Intermediate

$74.95
Available now
32 megs
Football
5 players (with multiplayer adapter)
Behind-the-line view
Save feature
ESRB rating: Kids to Adults

Tecmo's Final Edition Won't Bowl You Over

Tecmo Super Bowl III Final Edition

By Wiley Weasel

Genesis

Tecmo's Final Edition dashes toward the playoffs, but it stumbles for hardcore fans craving a realistic NFL sim.

Go for Two

Super Bowl III includes 30 pro teams and their players. Play Preseason, Regular Season, or Pro Bowl games against the computer or a friend. You can also make trades, acquire free agents, and create your own rookie.

The graphics are pretty good. The small, animated sprites move smoothly, and the familiar overhead side view lets you see about 30 yards downfield, which works except when receivers go deep.

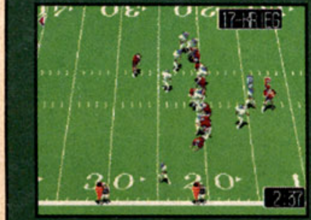
The sounds are also passable. You hear crowd noise, an announcer, and good grunting effects when players get nailed.

Fumble!

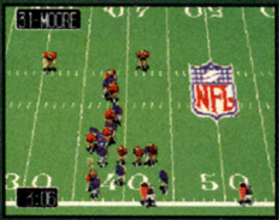
Tecmo drops the ball with player control. You can't switch to the player closest to the ball after the snap, and your ball carrier can't spin or stiff-arm to avoid tackles. You also have to cycle through receivers on passing plays, and the computer takes over for both offense and defense when the pass is in the air.

Two-player battles make Final Edition worthwhile, though the game's shortcomings will make diehard armchair QBs reach for Madden '96. If you're looking for an easy-to-learn football cart, though, consider Final Edition for your next draft pick. ■

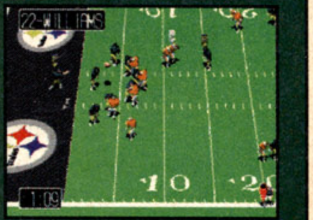
Tecmo Tips



PROTIP: If your opponent runs play-action passes, use a linebacker and blitz up the middle.



PROTIP: When your teammates grab the ball carrier, get close and hit B to slam him.



PROTIP: Send the receiver on a short route and hold Button B as soon as he turns around.

Tecmo Super Bowl III Final Edition
By Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	INT. Intermediate

$69.99	2 players
16 megs	Overhead view
Available now	ESRB rating: Kids to Adults
Football	

NFL Full Contact

PREVIEW!

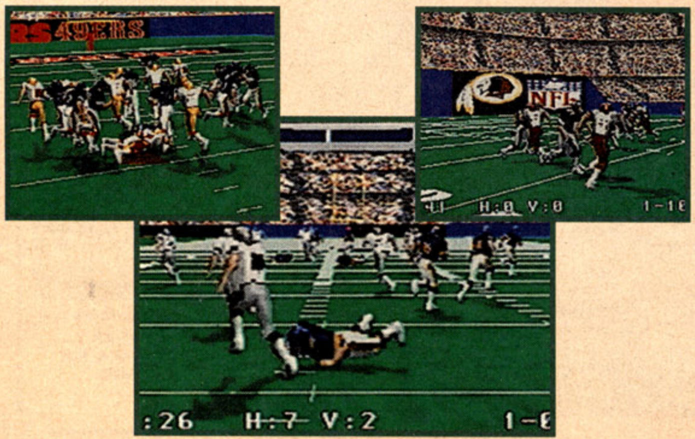
NFL Full Contact

By Air Hendrix

PlayStation & Saturn

Hot on the heels of Madden '96, Konami's entering the 32-bit football game with NFL Full Contact. Along with all the NFL teams and players, Full Contact will provide Season, Playoff, and Super Bowl modes, and the crowd will actually respond to onfield developments. Konami promises to ramp up the realism with a tough A.I. that features more than 90 behaviors for each player, motion-captured and rendered 3D graphics, and more than 50 dodges and jukes. ■

By Konami
Available Now



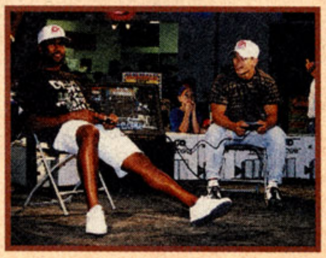
NFL Star Games

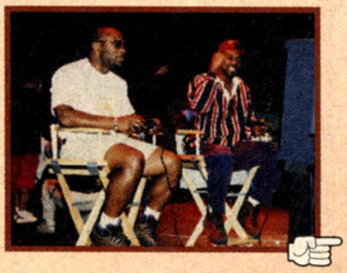
If you think the only things NFL players do off the field are lift weights, watch film, or do endorsements, think again. One of the fastest-growing hobbies among some of the NFL's biggest names is playing video games.

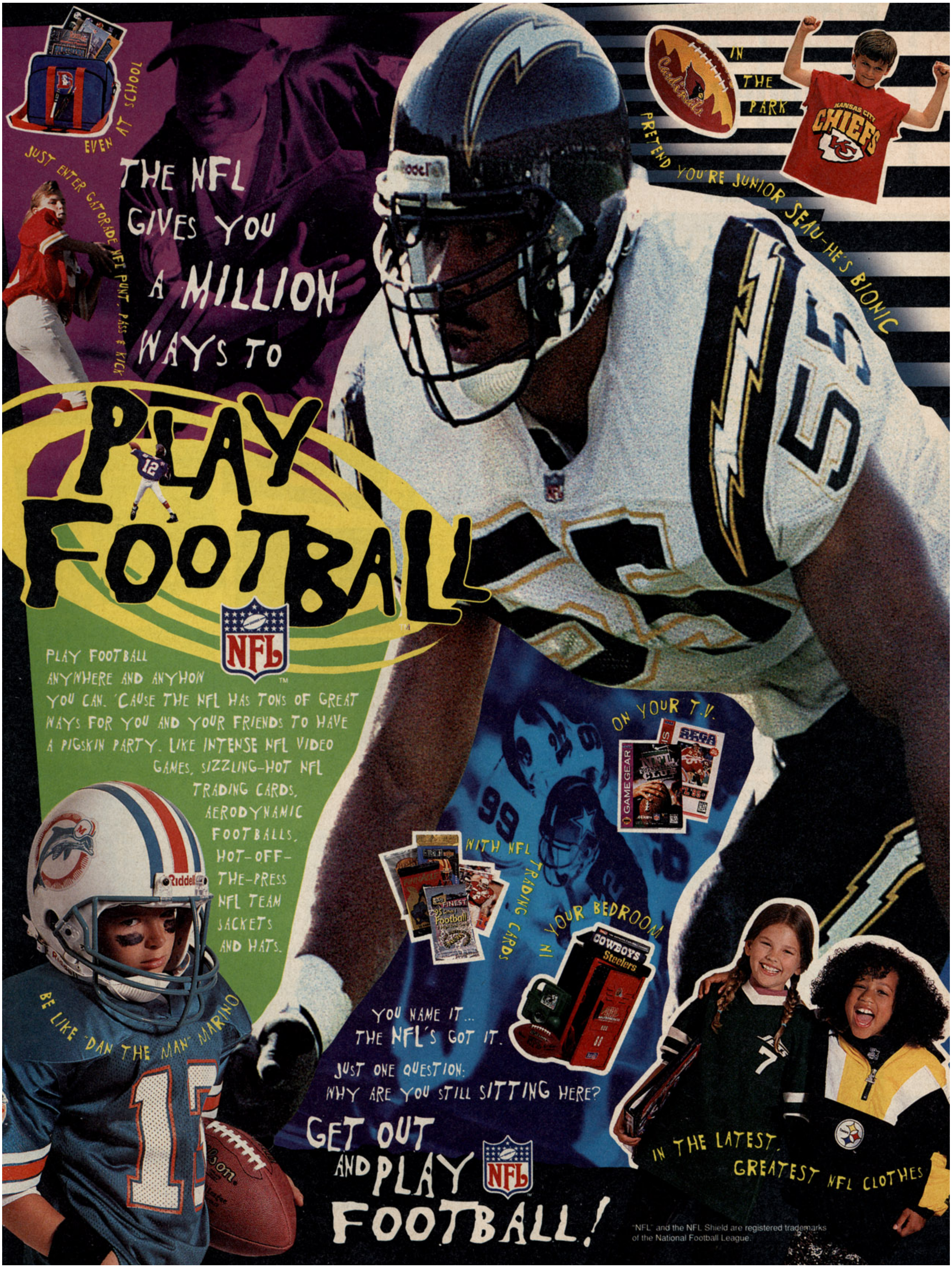
"Video games are an everyday thing for me," says Redskins running back Reggie Brooks. "This is what I do in my spare time. I'm a fanatical player."

"A lot of times when you come home from practice or a game, you just want to relax," says Jets quarterback Glenn Foley. "Video games are a great way to kick back."

Playing video games, however, isn't all fun and games. During the week before Super Bowl XXIX, EA Sports sponsored the "Madden Bowl" Celebrity Video Game Tournament, which benefited the NFL Youth Education Town in Miami. Rams running back Jerome Bettis, Buccaneers linebacker Hardy Nickerson, and Packers running back Edgar Bennett were a few of the headline performers at the event, which was won by Brooks. ■






EVEN AT SCHOOL
JUST ENTER GATORADE NFL PUNT, PASS & KICK
IN THE PARK
PRETEND YOU'RE JUNIOR SEAU–HE'S BIONIC
ON YOUR T.V.
WITH NFL TRADING CARDS
IN YOUR BEDROOM
BE LIKE "DAN THE MAN" MARINO
IN THE LATEST, GREATEST NFL CLOTHES
NFL

THE NFL GIVES YOU A MILLION WAYS TO PLAY FOOTBALL™

PLAY FOOTBALL ANYWHERE AND ANYHOW YOU CAN. 'CAUSE THE NFL HAS TONS OF GREAT WAYS FOR YOU AND YOUR FRIENDS TO HAVE A PIGSKIN PARTY. LIKE INTENSE NFL VIDEO GAMES, SIZZLING-HOT NFL TRADING CARDS, AERODYNAMIC FOOTBALLS, HOT-OFF-THE-PRESS NFL TEAM JACKETS AND HATS.

YOU NAME IT... THE NFL'S GOT IT.

JUST ONE QUESTION: WHY ARE YOU STILL SITTING HERE?

GET OUT AND PLAY NFL FOOTBALL!

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Madden Takes the Field on the PlayStation

Madden NFL '96

PREVIEW!

By Air Hendrix

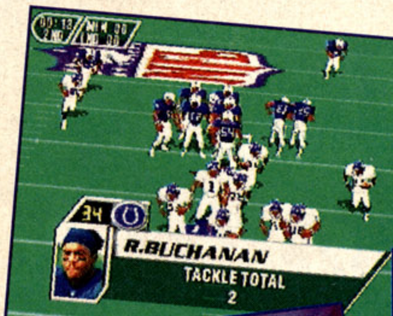
PlayStation

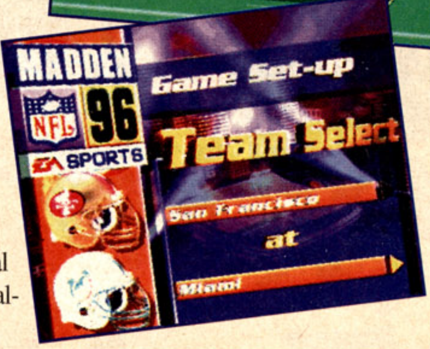
The king of video game football is getting ready to kick off on the PlayStation, carrying over the tradition of strong features that drove Madden NFL '96 to the top of the 16-bit standings. Up to five players can bump helmets with all 30 1995 NFL teams, as well as both Pro Bowl squads and the All-Madden team. Hardcore football buffs will get a thrill from the historical teams, which include the Super Bowl champs and NFL Hall of Fame teams from the '50s to the present.

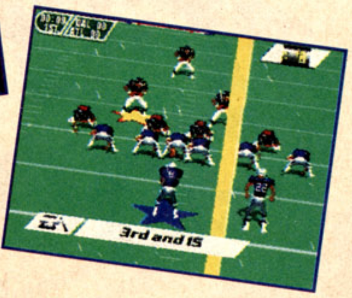
A playbook packed with more than 240 selections and custom playbooks for each NFL squad bring serious strategy to the action. Other interesting features include multiple camera angles and customizable penalties, weather conditions, and playing surfaces.

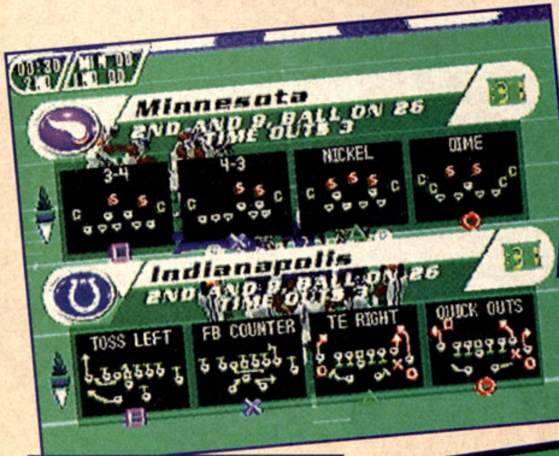
Graphically, EA used motion-capture techniques to digitize real NFL players in action, so the onfield gameplay should match the realism of the rendered 3D representations of all 30 pro stadiums. CD-quality sounds and commentary from Madden, Pat Sumerall, James Brown, and Leslie Visser will lend TV-broadcast authenticity to the matches. G

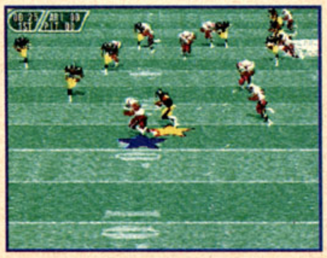
By EA Sports
Available Now

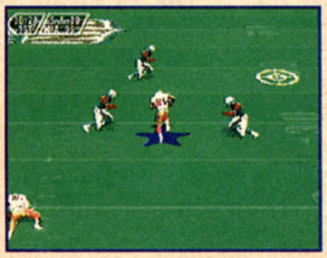

34
R.BUCHANAN
TACKLE TOTAL
2

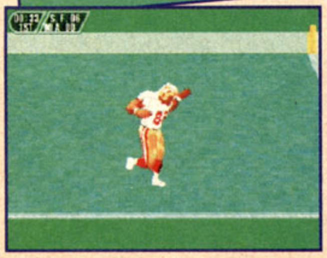

MADDEN
NFL
96
EA SPORTS
Game Set-up
Team Select
San Francisco
at
Miami

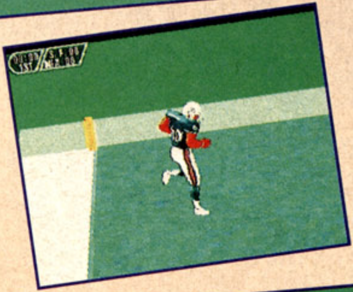


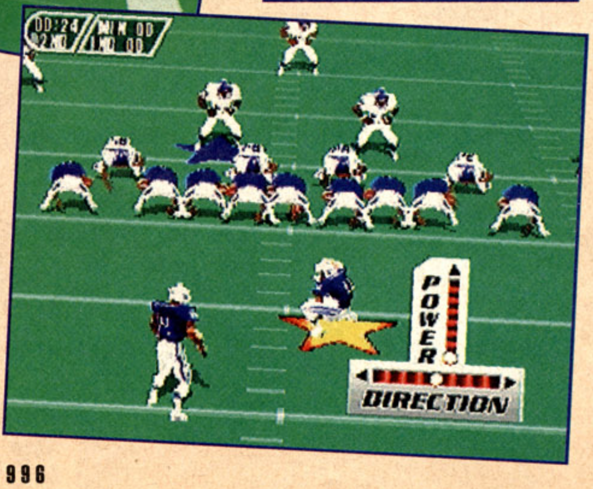

Minnesota
2ND AND 9, BALL ON 26
TIME OUTS 3
3-4
4-3
NICKEL
DIME
Indianapolis
2ND AND 9, BALL ON 26
TIME OUTS 3
TOSS LEFT
FB COUNTER
TE RIGHT
QUICK OUTS

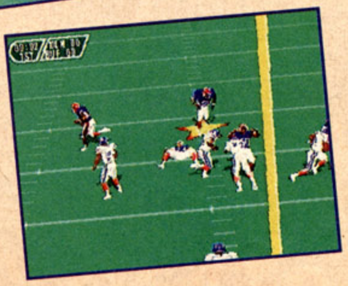









POWER
DIRECTION



This Santa doesn't want milk and cookies, just 20 football card wrappers.

It's the only way to get a free NFL Santa Card Set.

To ring in the holiday season, the nice folks at the NFL are giving away a limited-edition collectors set. It features real cool artwork from each of the official NFL Trading Card companies, and a superspecial card from the NFL. Don't forget, every pack of 1995 NFL Trading Cards also comes with a chance to win a trip for 2 to Super Bowl XXX, and, maybe, a John Elway autographed card. So gather up 20 football card wrappers and $1.50 for shipping -- and if you want to send cookies too, Santa digs oatmeal raisin.

John Elway 7

SUPER XXX BOWL

REDEEM ME

Send 20 wrappers and $1.50 to:
NFL Santa Card Set, P.O. Box 7232,
Osseo, MN 55569-7232

Here's some other stuff you'll want to know: This offer expires 3/31/96 or when we run out of cards. The most you can get is five sets, and we're not returning any wrappers. You'll have to wait 4-6 weeks to get your NFL Santa Set, and there's a $1.50 postage and handling charge for each set. We're only taking checks or money orders, and if you've still got questions, give us a ring at 800-462-4886.

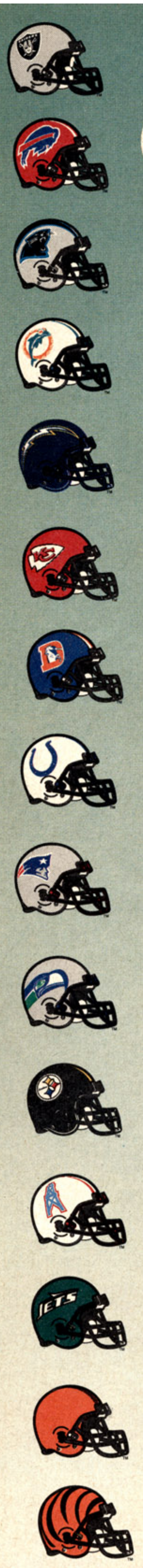
Name:________________ Age:______

Address:____________________

____

Favorite Team:________________ A1

The NFL and Super Bowl are registered trademarks of the National Football League. The team names, logos, and uniform and helmet designs are registered trademarks of the teams indicated. The Super Bowl XXX Sweepstakes is subject to official rules.



PLAY FOOTBALL AND WIN WITH THE

Check out these HOT new NFL Video Games!!

NFL GameDay

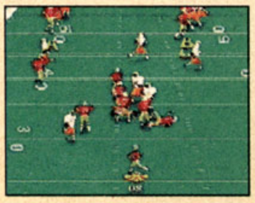
(PlayStation, PC)

Sony's first gridiron contest for the PlayStation came together with help from Steve Bono, Kansas City QB. A 3/4 overhead view, rendered graphics, an updated NFL playbook, and a behind-the-QB view are just some of what's in store for players on GameDay.

By Sony Computer Entertainment
Available Now

Madden Football '96

(SNES, Genesis, PlayStation, Saturn, PC CD, 3DO)



The longest-running series in video game football is set to kick off in '96 with a sixth version. Changes include new rendered graphics, new play mechanics, a General Manager feature, plus the ability to create your own players and watch as they try out for the NFL.

By Electronic Arts • Available Now

NFL Quarterback Club '96

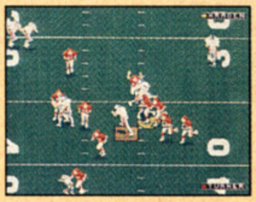
(PlayStation, Saturn, Genesis, SNES, Game Boy, Game Gear)

Acclaim took to the field last year with the first version of this game. The '96 QB Club boasts all 30 NFL squads, including the two expansion teams, more than 800 offensive and defensive plays, an 80 yard downfield perspective, player fatigue factors, and more.

By Acclaim Entertainment • Available Now (Genesis, SNES, Game Boy, Game Gear) • Available '96 (PlayStation, Saturn)

Prime Time NFL

(Saturn, Genesis, 32X, Game Gear)

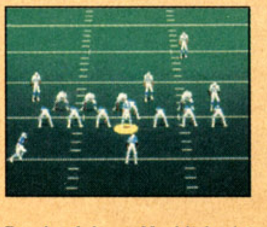


Sega's latest pro ball sim stars Deon Sanders. This versions upgrades include playbook swapping, multiple difficulty settings, enhanced trade features, and a mind-boggling 204 different categories of stats that are stored over the life of the cart.

By Sega of America • Available Now (Genesis, 32X) • Available '96 (Saturn, Game Gear)

Unnecessary Roughness '96

(PC CD)



The '96 version of Unnecessary roughness includes more finely-tuned A.I. and gameplay, over 1000 NFL plays, a custom feature that enables players to design their own plays, updated stats, 20 additional animations for each player, four new player attributes, general managers with salary caps, four-time Super Bowl ref Jerry Markbrieght, and even Al Michaels to call the play-by-play on the games!

By Accolade • Available December '95

NFL Full Contact

(PlayStation, Saturn)

Konami plans to score big with a football game that includes all 30 NFL teams, player modeling, broadcast-quality real-time motion-capture graphics, multiple play modes, 50 unique "Ump" modes, and lots more.

By Konami • Available Now

Tecmo Super Bowl 3: The Final Edition

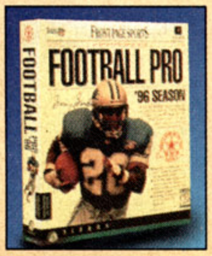
(Genesis, SNES, PlayStation, Saturn)

A classic series concludes with Tecmo's final Super Bowl edition of the game that started it all. In addition to its familiar side-view action, Super Bowl 3 has all 30 NFL teams plus real players, a player editor, a free agency mode, and playbook options.

By Tecmo • Available Now

Front Page Sports: Football Pro '96

(PC CD)

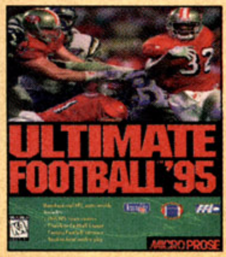


This latest upgrade of Football Pro includes the expansion teams, updated statistics for every player, more realistic graphics including camera views from all over the field, and deadly serious football simulation gameplay.

Sierra On-Line • Available Now

Ultimate Football '95

(PC CD)

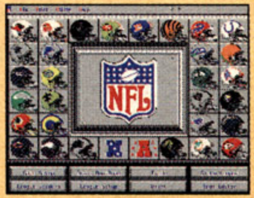


In addition to bone-crunching football sim action with real NFL teams, players, stadiums, and action, this game includes a Fantasy Football option. Use it to create your own ultimate fantasy league with up to 30 teams. You can even track your Fantasy League in over 40 statistical categories and update it with real 1995 NFL stats.

By MicroProse • Available Now

NFL Pro League Football

(PC CD)



You're the coach in every way when you line up in NFL Pro League. Real NFL teams, players, and performance stats combine with killer graphics and a flawless execution for world championship gameplay.

By IBM Multimedia Publishing Studio
Available Now

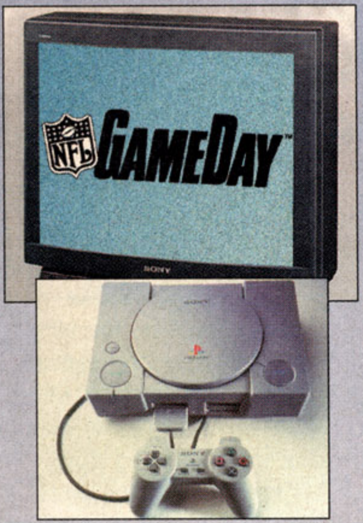
NFL

How to Enter to Win!

Name the 10 teams who you think will make the playoffs for the 1996 Super Bowl. Write the team names, your name, address and phone number on a 3 x 5 card and send to:

NFL GamePro Sweepstakes
P.O. Box 826
Riverton, NJ 08077-0826

All correct entries will be pooled and randomly selected.



Grand Prize (1)

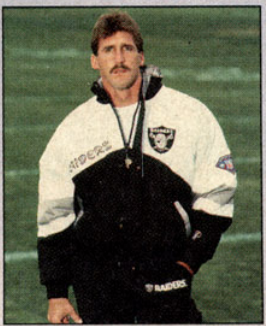
NFL Entertainment Package:

SONY
COMPUTER ENTERTAINMENT

- SONY 27" TV
- SONY PSX hardware system
- 2 1996 NFL PSX video games

First Prize (25)

2 1996 NFL video games



Jeff Hostetler pictured wearing Pro Player jacket.

Second Prize (10)

Pro Player shoulder to shoulder jacket. Available in NFL team of your choice.

PRO PLAYER INC

FIGHTER'S GUIDE
GAMEPRO
Donkey Kong Country 2
Yoshi's Island
GAMEPRO

Third Prize (50)

Free subscription to GamePro, T-shirts, and Fighter's Guide

NFL™

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NFL™

OFFICIAL RULES

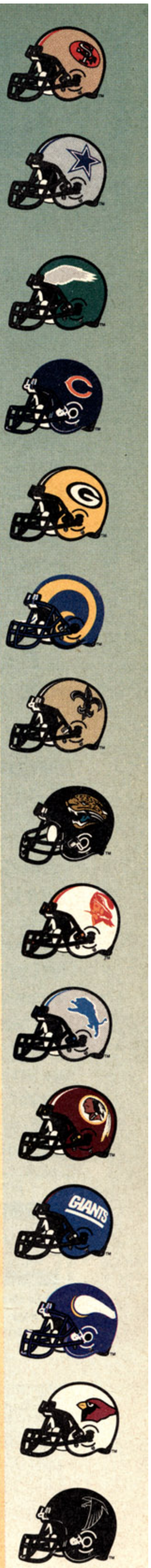
TO ENTER: No purchase necessary. Write down all 10 NFL Playoff teams and your name and address, phone number and age on a 3x5 card and mail to: NFL GamePro Sweepstakes, PO Box 826, Riverton, NJ 08077-0826. One entry per person. All duplicate entries of violator will be voided. The name of a parent or legal guardian of each entrant under 18 years of age must be listed on the card, and will be considered the winner if entrant is selected. Neither Infotainment World, Inc., or National Football League Properties, Inc. assume any responsibility for late, misdirected, incomplete, or illegible entries. All mail-in entries must be post-marked by February 15, 1996. Void where prohibited.

AWARDING OF PRIZES: The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. One (1) Grand Prize winner will receive a NFL Entertainment Package comprised of one (1) Sony 27" TV, specific model determined by NFL Properties, Inc. One (1) Sony PSX hardware system and two (2) 1996 NFL PSX video games to be determined by NFL Properties, Inc. based on availability, (estimated retail value $1,039). Twenty-five (25) First Prize winners will receive two (2) 1996 NFL video games. Titles and platform type to be determined by NFL Properties, Inc. based on availability, (estimated retail value $140). Ten (10) Second Prize winners will receive a Pro Player shoulder to shoulder jacket, winners choice of NFL team based on availability, (estimated retail value $120). Fifty (50) Third Prize winners will receive a free subscription to GamePro magazine, a GamePro T-shirt and a Fighter's Strategy Guide, (estimated retail value $35). All winners will be determined by a random drawing conducted by Marketing Masters, Inc. an independent judging organization, of all completed entries received. Odds of winning depend upon the number of all eligible entries received. Eligible winners will be notified by mail. All winners will be selected by March 1, 1996. All winners must sign an affidavit of eligibility and release or prize will be forfeited and a new winner will be selected. Grand prize winner will be required to reply within 10 days following notification. In the event of non-compliance within this time period the grand prize will be forfeited and a new grand prize winner will be selected. Entries will continue to be drawn until grand prize is awarded. Winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of sweepstakes sponsors without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine. All prizes will be awarded by June 1, 1996.

ELIGIBILITY: This sweepstakes is open to residents of the United States, except for residents of Rhode Island and Canada. However, for entrants under 18 years of age, a parent or guardian must be designated the winner if entrant is selected. Employees of Infotainment World, Inc., and National Football League Properties, Inc., the National Football League and its' member clubs, and all participating vendors, their subsidiaries, affiliates, advertising agencies and their immediate families are not eligible.

LIABILITIES: Sweepstakes is operated by Infotainment World, Inc., and National Football League Properties, Inc. All decisions of Infotainment World, Inc. and National Football League Properties, Inc. on all matters relating to this promotion and the selection of winners are final. Infotainment World, Inc., and the National Football League Properties, and participating sponsors assume no liabilities resulting from the use of the prize. By participating in this sweepstakes, entrants for themselves and their families releases, indemnify and holds harmless Infotainment World, Inc., and National Football League Properties, Inc., and The National Football, its Member Clubs and each of their employees, officers, directors and agents from and against any liability in anyway relating participation in this sweepstakes to the acceptance or use of the prizes awarded.

PRIZE RESTRICTIONS: Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. Other restrictions may apply.



Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · January '96

SUPER NES

BREATH OF FIRE II

By Major Mike

Although not renowned for RPGs, Capcom has done an awesome job with Breath of Fire II. This long, absorbing game offers plenty of story turns, intense battles, and intriguing characters.

A Bigger, Better Fire

Bigger and longer than the original, Breath II takes place hundreds of years after the first game with descendants of the initial characters. There are also cameo appearances by fighters from the first game (Karn and Bo), and one even joins your party – the snake sorceress, Bleu!

Anyone who played the first game will take to this one immediately; it retains the ¾-overhead battle scenes and traveling scenes. The controls are very good and simple to master. However, you can attack your own party members (something you'll need to do if any of them are turned into zombies), so take extra care when selecting your targets in a fight.

The menu-driven play mechanics are a little different. In addition to the usual statistics, such as strength and stamina, there are two new items. The first is the Monster meter, represented by a little green critter at the top of the character-menu screen. He alerts you to monsters in the area by frantically jumping around.

The other is the Dragon's Tear – an insignia that appears when talking to people. Depending on the colors it displays, you catch emotional undercurrents and even tell if someone is lying or not.

Epic Storytelling

The story is long and complex with side journeys where some of the characters must confront demons from their past in order to proceed. While some of these episodes are cliché (like Rand's), some are touching, too (like Nina's). Yet with all the tangents, the story never loses focus, especially when the epic draws to a close.

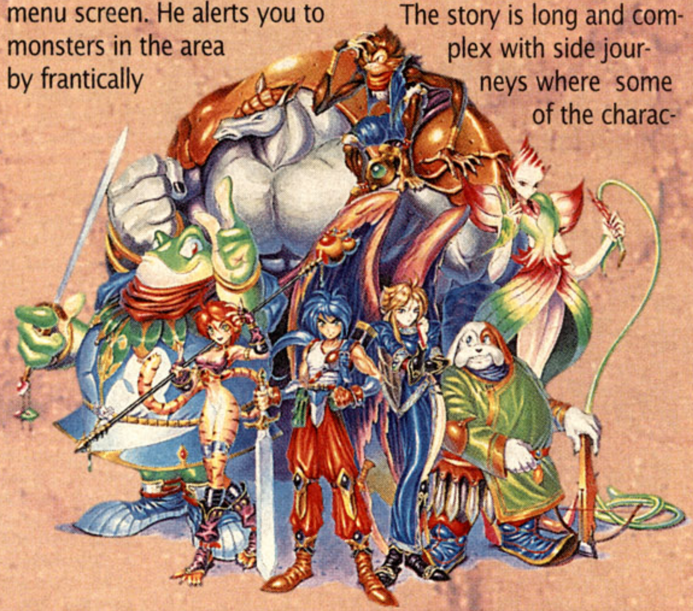
In addition to the usual

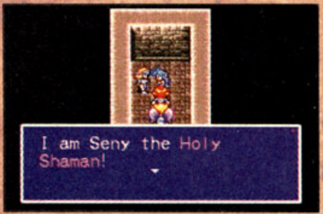
Breath of Fire II by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	INT. Intermediate

Price not available
24 megs
Available now
RPG

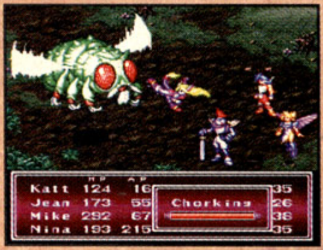
1 player
ESRB rating: Kids to Adults





I am Seny the Holy Shaman!

PROTIP: Look for shamans in the dungeons and castles. If you collect enough, you can give your characters new looks and super abilities.



```
      HP   AP
Katt  124  16             35
Jean  173  55   Chorkins  26
Mike  292  67             36
Nina  193  215            35
```

PROTIP: Use the Fire and Devil Shamans for Katt and the Water and Holy Shamans for Jean.

Bow has joined our group!

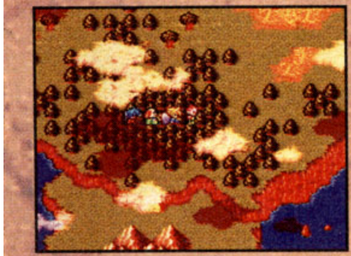
...... Let me help you
Rand has joined the group!

Katt is coming along!

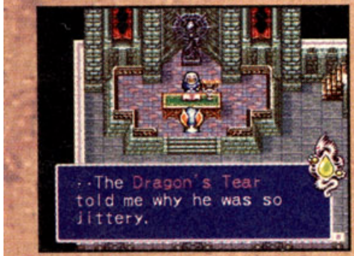
Jean has joined the group

Bleu forcefully joined the group.

Nina
'That's right... I'm your ancestor...

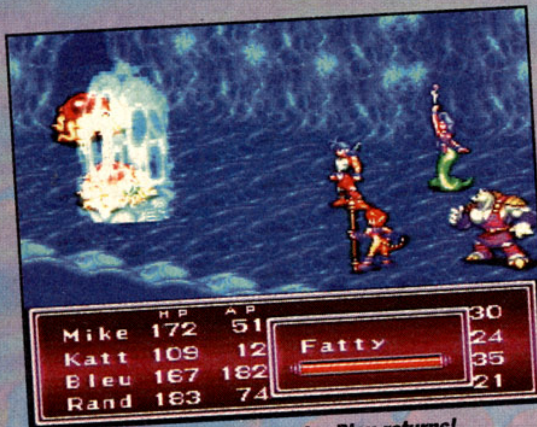


PROTIP: Use Spar, the grass man, to lead the party through the woods.

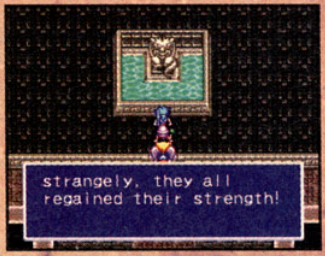


...The Dragon's Tear told me why he was so jittery.

A new item – the Dragon's Tear! It can help you determine if people are lying.

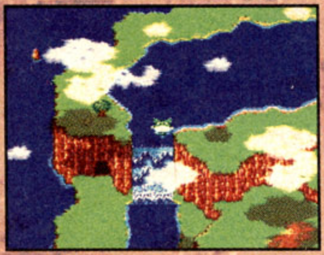


Veteran Breath of Fire character Bleu returns!

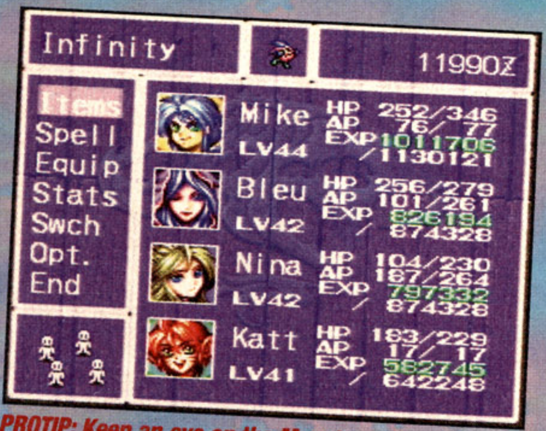


strangely, they all regained their strength!

PROTIP: Drink from all pools of water. All hit and magic points will be restored.



PROTIP: Use Jean's swimming abilities to cross rivers and hop up hills.

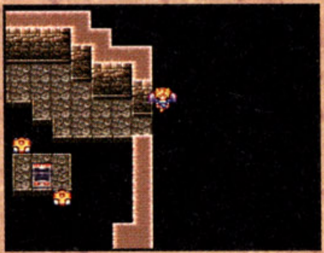


Infinity 11990Z

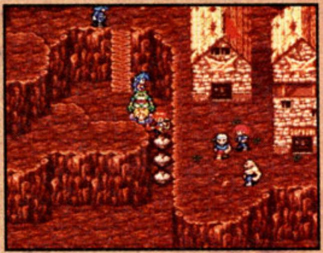
Items
Spell
Equip
Stats
Swch
Opt.
End

Mike LV44 HP 252/346 AP 76/ 77 EXP 1011706 /1130121
Bleu LV42 HP 256/279 AP 101/261 EXP 826194 / 874328
Nina LV42 HP 104/230 AP 167/264 EXP 797332 / 874328
Katt LV41 HP 183/229 AP 17/ 17 EXP 582745 / 642248

PROTIP: Keep an eye on the Monster meter so you know when to prepare for battle.



PROTIP: In castles, let Nina lead the way. If you exit a room that has a drop, Nina will keep the others from falling.



PROTIP: In areas with obstructions, use either Rand or Katt to clear the way.

scheme of character powers emerging after experience points are acquired, there are six rough wizards – shamans – who can bestow super powers. If you can find them, any two in combination can give you lethal attacks, depending on the character.

You start with two characters, but a total of nine will join your party. You can travel with only four at a time, but that gives you an opportunity to cycle in fresh characters and build their abilities.

Breath of Fire II is more difficult than the original, especially at the beginning. Make sure you rack up abilities and hit points before taking long travels – especially when going alone. The same holds true when you near the end of the game, where you battle every dozen steps or so.

Great Look, Sounds

Breath excels with great graphics and sounds. Graphically, there are very few cinematic scenes (fewer than in the first one), but some of the battle scenes provide nice visuals that range from disgusting enemies to incredibly powerful spells. The characters are given great detail from Nina's flapping bird wings to Bleu's slithering snake tail.

The music is also pleasant, and one of the best things about it is that it changes throughout the game (the battle and traveling music take different tones about halfway through the game). The sound effects provide a plethora of crashes and zings, usually heard during battle.

Breath of Fun

Even though it drags at times, Breath of Fire II never loses its momentum. This excellent, very time-consuming journey will keep the most demanding RPG fan satisfied. **G**

Mike
Kimoto

Nina
Mina... What have you done, Mina......

Rand
It looks like... This is the end for me......

You must be mistaken.
I don't know you!

Discworld

PlayStation

By Sir Scary Larry

If some straight monster battling and weapon gathering is what you're looking for, then skip Discworld. This find-and-seek text adventure is straight comedy with a dose of fantasy thrown in.

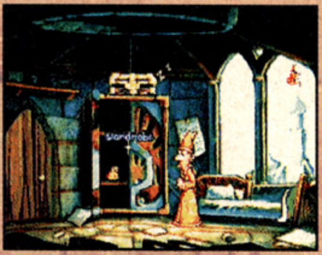
World of Laughter

Using the vocal talents of *Monty Python*'s Eric Idle, the whole game has a very British, very Python-esque feel to it. More talking than action, this game will leave your sides aching from laughter, even if it leaves your RPG appetite yearning.

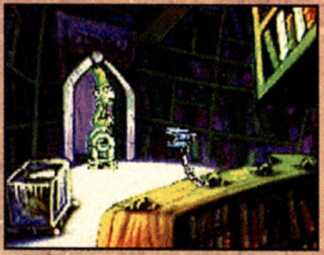
Ported over from the popular PC title, this point-and-click adventure pits the hero, Brincewind (also repeatedly referred to as Breakwind), against the Magicians' Guild and a whole cast of nefarious characters, including a psychologically disturbed troll and three aging comedians/wizards. There's even a running donkey-cart joke that is part of the plot.

But besides the humor, there's nothing else to recommend here for RPG enthusiasts. There are no weapons, skill levels, or magic spells.

Basically, you must reconstruct a device to detect dragons, then go off on separate hilarious journeys to find the pieces. But you find that your lust for gold has surpassed your thirst for knowledge, and the game takes some very odd twists.



PROTIP: See the sleeping luggage on top of the wardrobe? Something long and broomlike should waken it. If only you had a broom.



PROTIP: You won't be able to get past the Monkey librarian without a library card or maybe an edible passport. Check the luggage for a banana.

Wizard of Aha's

The graphics are humorously illustrated with lots of cartoony explosions, wry facial expressions, and even some bright Disney-like backgrounds. But the game never shows off intricate or awe-inspiring graphics for the spells like most standard 16-bit games do (Chrono Trigger and FF III are perfect examples).

The sounds are the games forte. Excellent, clear, and extensive dialogue reigns supreme throughout the game, and you are given (thankfully) the option to stop people in mid-speech. Funny sound effects, like squishy worms or fireworks explosions, are also clear as a bell. But the tame music never surpasses the dialogue and remains pretty limp.

The control is standard point-and-click. The game is compatible with the PlayStation Mouse, but you won't need it – the joypad works just as well. If you can keep your inventory in check, you'll have no problem playing Discworld.

Slipped Disc

Plenty of laughs but little challenge make Discworld somewhat of a novelty for serious RPG players. But serious RPGers are definitely not what Discworld is looking for. For a change of pace, give this Disc a spin. **G**

Discworld by Psygnosis

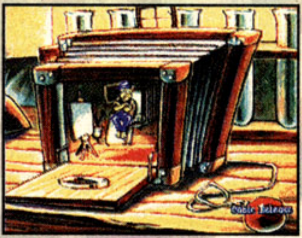
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	EXP. Expert

Price not available
CD
Available now
Text adventure
1 player

Multiple views
Memory card save
ESRB rating: Kids to Adults

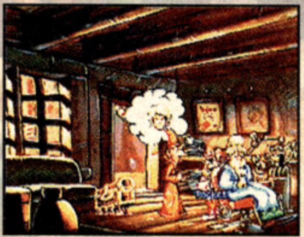
Steps to the Dragon-Revealing Device

Imp



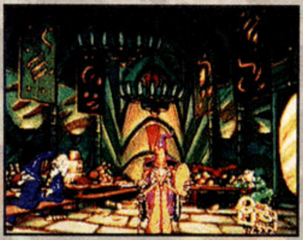
To find the imp, you must first find the alchemist. Use the corn on the flask, make some popcorn, and chase the imp. If you need to coax him from a small place, try the worm on the string.

Metal Coil



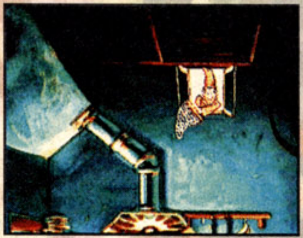
It's actually a hair roller, found at the barbershop in the street. But first you must learn pick-pocketing from the urchin in the square. When the barber starts daydreaming about his girlfriend, pick the roller from his pocket.

Wizard's Staff



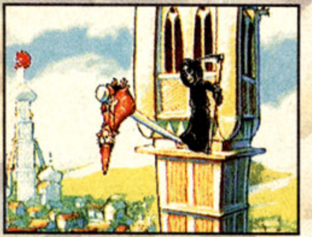
Swap the broom for the staff of Windle Pooris in the dining room.

Metal Container



You must get the frying pan from the cook. But first you have to find the ladder (atop the roofs in the alley) and the butterfly net (sit in the middle chair in the Psychiatrickerest's office). Use the ladder to get to the cook's window, then catch the pancake with the net. When the cook leaves to investigate, grab the pan.

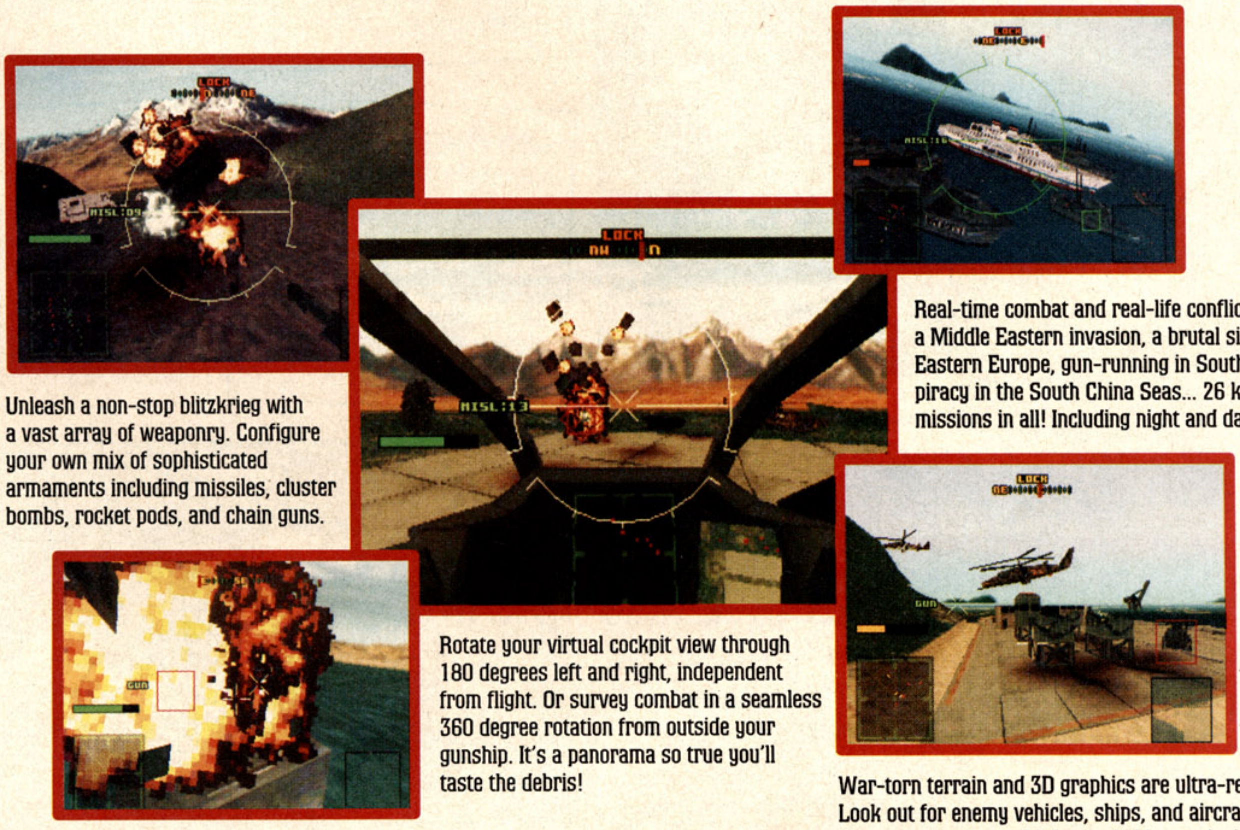
Dragon's Breath



Get the mirror from the fool in the patrician's palace (to get past the guards, have them start a fight). Then climb the rooftops in search of the vain dragon.

THUNDER
2
STRIKE

FIRE UP THE THUNDERSTRIKE, and prepare for 360 DEGREES OF FURIOUS CARNAGE.



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.

Real-time combat and real-life conflicts – a Middle Eastern invasion, a brutal siege in Eastern Europe, gun-running in South America, piracy in the South China Seas... 26 killer missions in all! Including night and day assaults.

Rotate your virtual cockpit view through 180 degrees left and right, independent from flight. Or survey combat in a seamless 360 degree rotation from outside your gunship. It's a panorama so true you'll taste the debris!

War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft – then vaporize them with bone-shaking explosions!

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KIDS TO ADULTS
K-A
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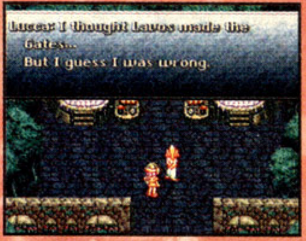
CHRONO TRIGGER

By Nob Ogasawara

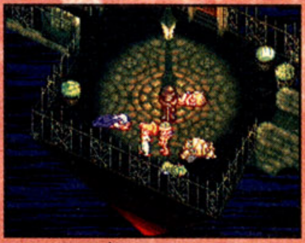
As the final installment of our Chrono Trigger strategy guide, we bring you the endings we've managed to discover. We've heard from Square that there is at least one more ending hidden away. Obviously, if you haven't started playing this game yet or haven't reached any of the endings, we strongly recommend that you stop reading these spoilers right now. Also, the endings we show assume that you already finished the game once and restarted from the top using your finished game's data. (That way, you can fight Lavos anytime!)

Resurrecting Chrono

After Chrono's death, finish the game without bringing him back to life. The heroes will disperse to their homes, but will gather again to try bringing Chrono back to life.

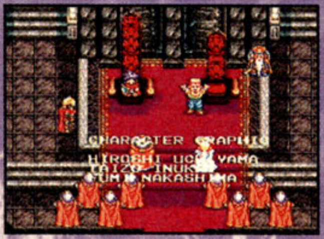


Lucca: I thought Lavos made the Gates...
But I guess I was wrong.



Chrono the Dark Mage

Beat Lavos after returning to 650 A.D. for the second time and before obtaining the Brave Badge. You'll see an ending in which Chrono rules as the Wizard King and faces Tarta (the heroic little boy). This ending also shows Robo finding a new girlfriend and living happily in the future.



MUSIC
YASUNORI MITSUDA
NOBUO UEMATSU
VISUAL PROGRAM
KOJI SUGIMOTO
KEN NARITA

Dramatic Staff Credits

Defeat Lavos after the theft of the gate holder and before the resurrection of the Mesamune. You'll get movie-style ending credits.

Happily Ever After

Defeat Lavos after obtaining the Brave Badge in 650 A.D. and before the welcoming bash in the prehistoric age. You'll see the heroes and their lives after their quest.

The Frog Prince

After the surfacing of the Black Dream, defeat Magus at the North Cape in 10,000 B.C. After that, finish the game. During the ending credits, you'll see Frog in his real human form.

Magus vs. Lavos

Go beat Lavos after arriving in 10,000 B.C. and before entering the undersea shrine. This ending shows Magus going up against Lavos alone.

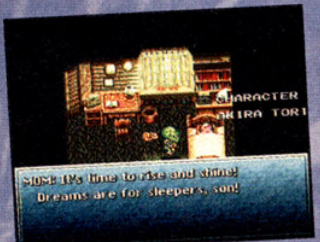
Frog vs. Magus

Beat Lavos after giving Frog the Mesamune and before beating Magus at his castle. You'll see the ending in which Frog challenges Magus to a duel to avenge his friend's death and bring on his own transformation.

Green-Blooded Ancestry

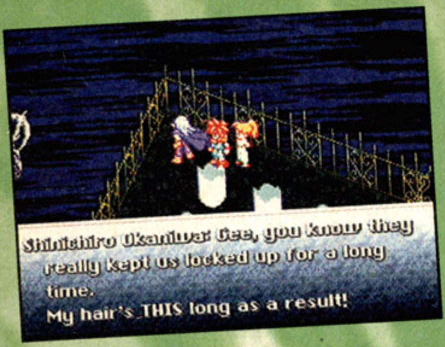
Beat Lavos after defeating Yakra but before returning to Guardia Castle in 1000 A.D. You'll make the shocking discovery that Marl is a direct descendant of Frog.

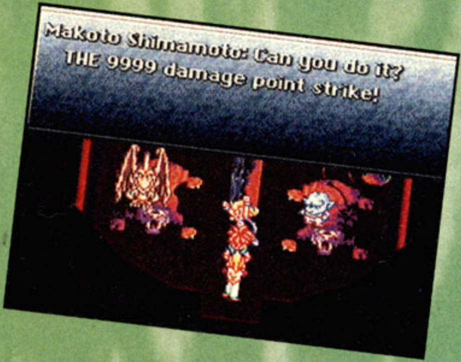
Dino Shores

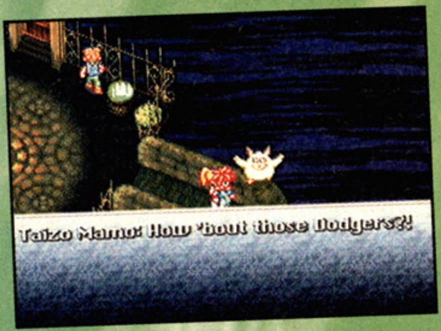


MOM: It's time to rise and shine!
Dreams are for sleepers, son!

Take on Lavos after defeating Magus and before fighting Black Tyran. In this ending, human beings will have become extinct and all characters, including Chrono, will become lizards!

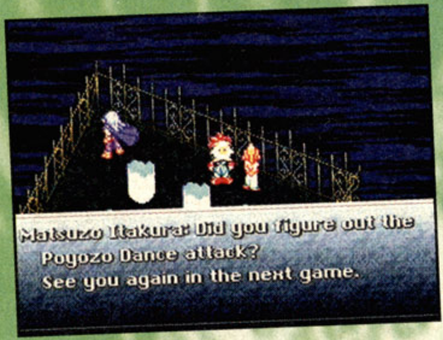

Shinichiro Okaniwa: Gee, you know they
really kept us locked up for a long
time.
My hair's THIS long as a result!

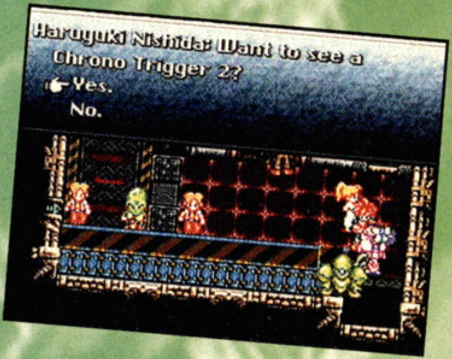

Makoto Shimamoto: Can you do it?
THE 9999 damage point strike!

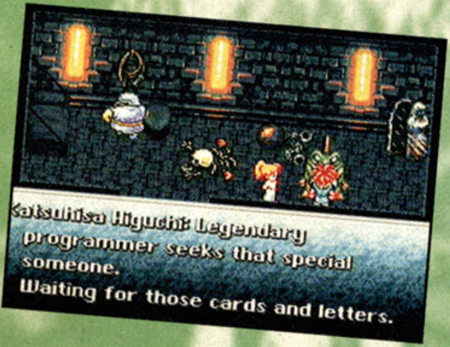

Taizo Mamo: How 'bout those Dodgers?!

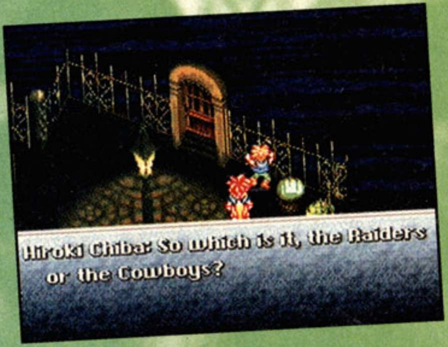
Meet the Staff

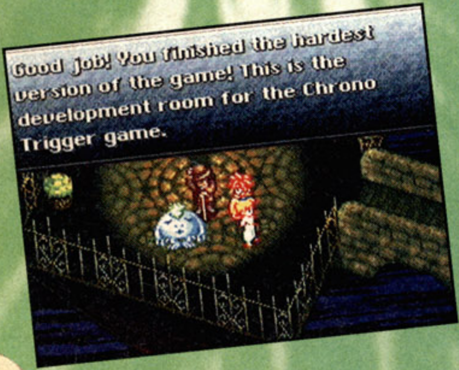
This is by far the hardest ending to reach. You arrive at it by fighting Lavos before you defeat Yakra at Manolia Convent. You'll be treated to an ending with caricatures of the development staff, including Square VP and FF producer Hironobu Sakaguchi, Dragon Quest illustrator and Dragon Ball manga artist Akira Toriyama, and Dragon Quest producer Yuji Horii. G

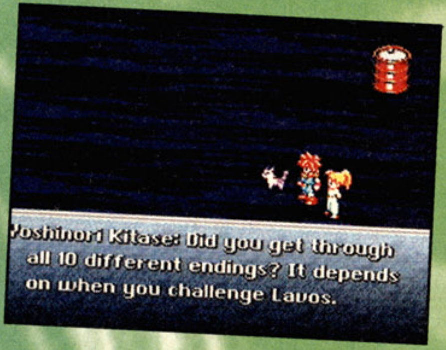

Matsuzo Itakura: Did you figure out the
Pogozo Dance attack?
See you again in the next game.

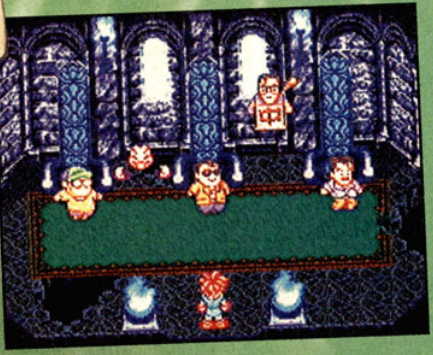

Haruyuki Nishida: Want to see a
Chrono Trigger 2?
☛Yes.
No.

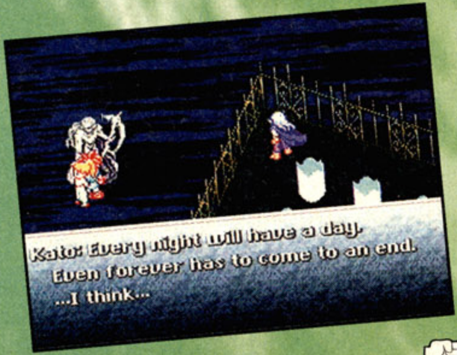

Katsuhisa Higuchi: Legendary
programmer seeks that special
someone.
Waiting for those cards and letters.


Hiroki Chiba: So which is it, the Raiders
or the Cowboys?


Good job! You finished the hardest
version of the game! This is the
development room for the Chrono
Trigger game.


Yoshinori Kitase: Did you get through
all 10 different endings? It depends
on when you challenge Lavos.




Kato: Every night will have a day.
Even forever has to come to an end.
...I think...

Light Crusader

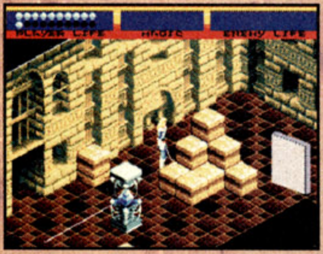
By The Unknown Gamer

Light Crusader, which combines RPG and action/adventure gameplay, is just what the name implies: lite. As an RPG, it's less challenging, less complex, less absorbing, and yet still strangely satisfying in some very basic ways.

Motley Crusader

In Crusader's fairly standard story line, you play David Lander, swordsman extraordinaire. You visit the nearby kingdom, discover strange goings-on, and set out to rid the land of a scourge. What follows is lots of talking to people, searching through mazes for special items, and fighting with various undead and otherwise wickedly enchanted creatures.

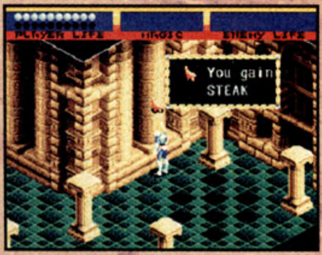
A blend of action and RPG, Crusader's perspective is from a ¾-overhead view, à la Beyond Oasis. Standard RPG elements include quests to complete, monsters to fight, and a variety of items to collect and use, such as the four elementals (earth, wind, fire, water), which combine to make 15 spells. Relics, keys, and more items found along the way enable you to solve the quests, and ultimately, the game.



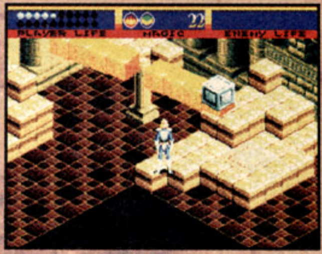
PROTIP: When you encounter these laser devices, you can almost always use them to open doors – if you can figure out how to maneuver them next to the doorway.

Knight Moves

Despite its weaknesses, Light Crusader shines in several areas. The graphics are above average with beautifully drawn villages and scenery, a range of interesting enemy creatures, and some killer bosses. The only drawback is David's lack of movement, as well as entire areas where there just isn't enough eye candy or action to make them interesting. Musically, Crusader's classical/medieval tunes nicely complement the action, though they're somewhat repetitive.

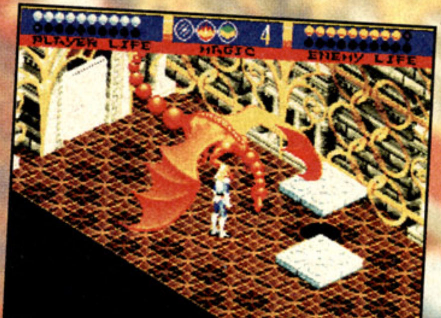


PROTIP: An old standard works in this game – stock up on items by fighting all the enemies in a room, exiting, and returning to fight them again until you have all the items you want.

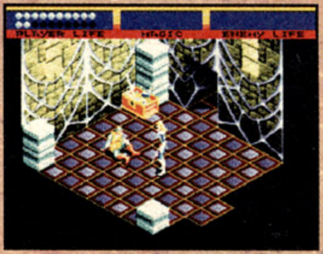


PROTIP: When you reach this interesting puzzle with the lever, push the block onto the lever, then rotate the lever to the other platform. Push the block off onto the tan square, and the door opens.

PROTIP: To get out of your first grave predicament in the cemetery, just push on the third tombstone from the left in the second row from the back.



PROTIP: Needlecrack is a very effective spell against the larger bosses – like the Red Dragon.

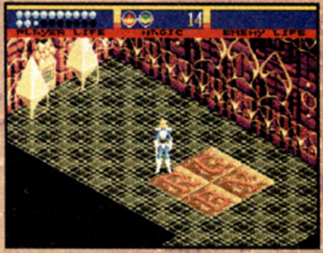


PROTIP: To open the door in the room just after the Red Dragon, you must leap and cut down the swinging hostage.

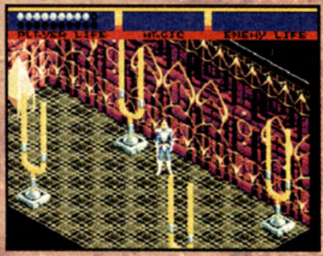
Your range of moves include a sword slash, jumping thrust, and the ability to flip switches. You're a tall, gangly sprite with nowhere near the range or fluidity of movement of Ali in Beyond Oasis. In fact, maneuvering in the 3D environment can get mighty annoying, especially when you're trying to precisely jump or slash something in the air.

Spud Light

In the end, Light Crusader gets a passing grade because of some cool bosses and interesting puzzle challenges. It doesn't have the depth of Beyond Oasis, but its fun and challenge lie more in solving the puzzles and exploring the mazes than in completing the quests. Not a game for hardcore RPG fans, Crusader might be a fitting challenge for novice players or those who like their RPG with a twist of action/adventure on the side.



PROTIP: To get the Green Orb, press the letters on the floor in this order: R, Y, G, B.



PROTIP: To earn another orb, go to the room with the tuning forks, play the tune on the music box, and replicate it on the tuning forks.

Light Crusader by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.5	3.0	INT. Intermediate

Price not available
16 megs
Available now
RPG/action/adventure

1 player
ESRB rating: Kids to Adults

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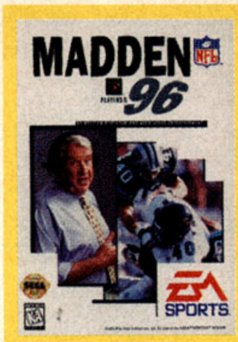

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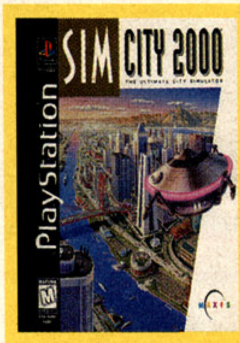

'SIMCITY 2000' is the long awaited follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism & sophisticated gameplay. New features include underground water & transportation system. **PSX $49**

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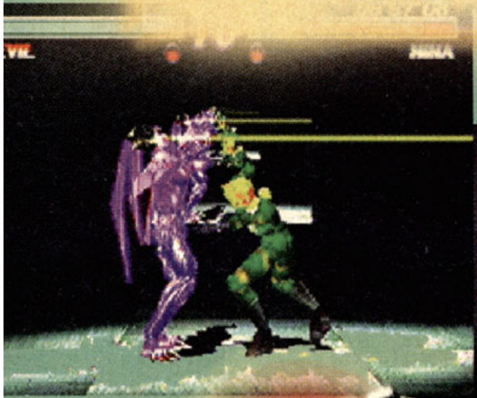
GPRO196V1

The Fighter's Edge Presents Tekken 2



Learn all the fighters' special moves, including bone-breaking linking moves and ten-hit combos, and play as the hidden characters.

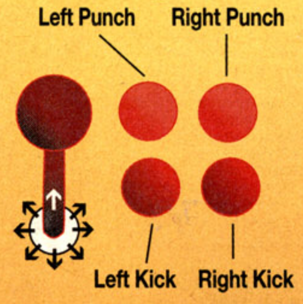
By Bruised Lee

ARCADE

Tekken returns to the arcades with more explosive power than ever! Two new characters (Jun and Lei) join the original cast. In addition, Heihachi, the end boss in the Iron Fist Tournament, is now a playable character. Tekken 2's graphics are a vast improvement over the first installment, and that's just one of the many upgrades. New techniques like countermoves and new recovery methods also improve the combat.

This ProStrategy Guide provides a complete breakdown of each fighter's basic skills, as well as their special moves, linking moves, and ten-hit combos. We also break out the codes that let you play as the hidden fighters and show you how to beat the final bosses, Kazuya and Devil Kazuya.

Controller Legend



LP = Left Punch
RP = Right Punch
LK = Left Kick
RK = Right Kick

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

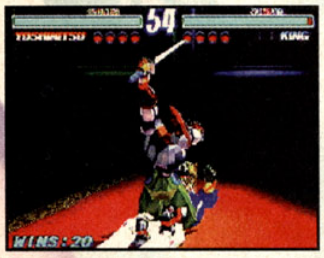
Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

Each fighter can run by tapping →, →. If your opponent is far away and you run toward him, you perform a head butt. Running from a close distance tackles an opponent.

Tackle Attacks



From a running tackle, score extra hits by tapping LP, RP, LP, RP

Note: To perform Yoshimitsu's Tackle Attack, tap RP

Moves While Running

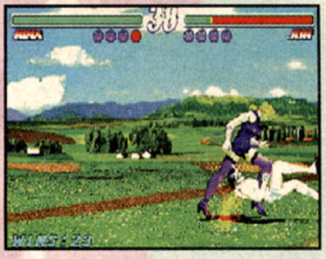
Each fighter can perform these special moves while running toward an opponent.

Dive Attack
While running, tap (LP RP)

Slide Attack
While running, tap RK

Air Kick
While running, tap LK

Run over Your Enemy

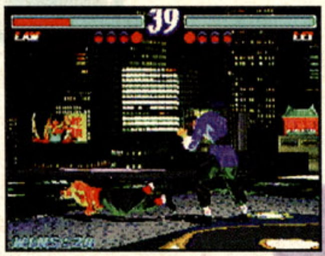


You can inflict damage on an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover offensively and defensively.

Roll to the Side



Rolling to the side is a new recovery move. When your fighter is on the ground, tap LP.

Low-Kick Recovery
While on the ground, tap LK

High-Kick Recovery
While on the ground, tap RK

Roll Forward
While on the ground, tap →

Roll Backward
While on the ground, tap ←. Players can chain recovery moves together. For example, while on the ground, tap LP to roll to the side, then tap → to roll forward, or tap ← to roll backwards.

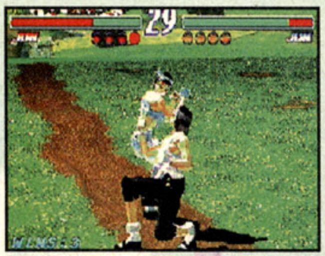
Super Moves

Super moves take a few seconds to execute and leave you open for an attack. If one connects, however, it can inflict massive damage. These moves are shown on the following pages.

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws cancel each other. Then you can perform another throw, special move, or combo.

Countermoves



New in Tekken 2, players can now counter incoming enemy moves. These moves are shown on the following pages.

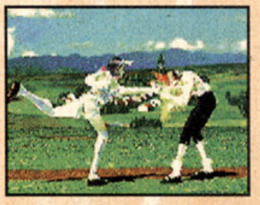
Note: Not all fighters have countermoves.

JUN

NEW CHARACTER

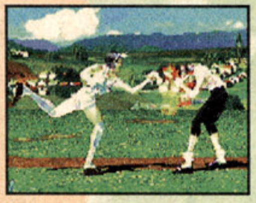
SPECIAL MOVES

Double Stab Punch



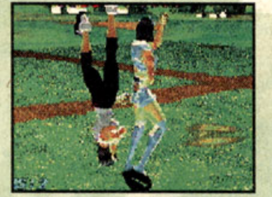
Tap LP, LP

Stab Punch



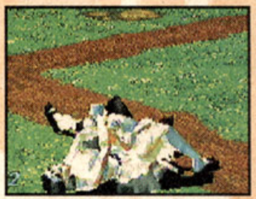
Hold →, tap LP

Back Arm Flip



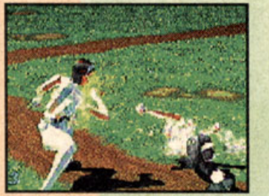
In close, tap (RP RK)

Arm Breaker



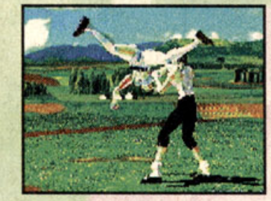
In close, tap (LP LK)

Arm Takedown



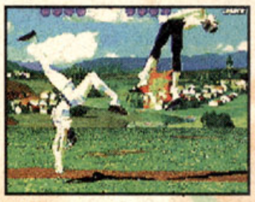
In close, hold (↘ RP LK)

Roundhouse Flip Kick



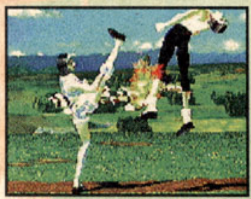
Tap (LK RK)

Flip



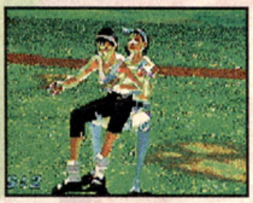
Hold ←, tap LK

Front Snap Kick



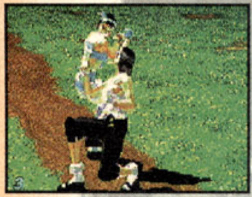
Hold ↓, tap (LK RK)

German Suplex



When behind opponent, tap (LP LK) or (RP RK)

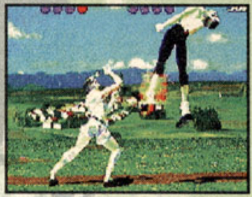
Counter Grab



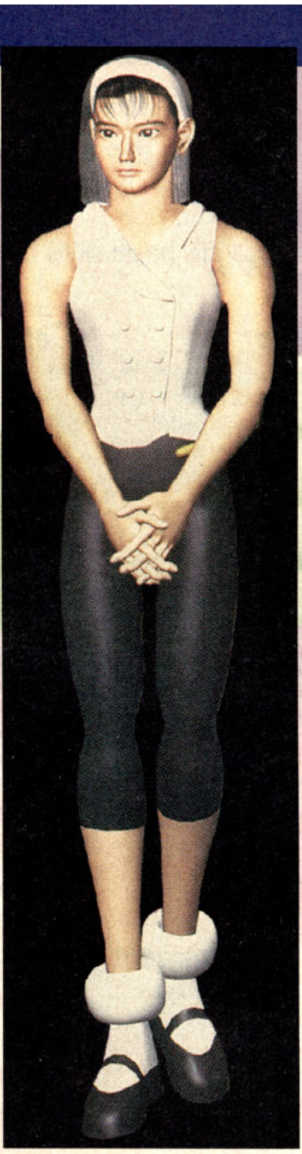
Hold (← LP LK) or (← RP RK)

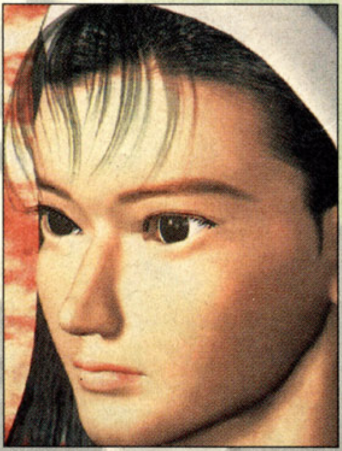
Note: Use countermoves when opponents start an attack.

Flip Kick Uppercut Juggle



Hold ←, tap LK, RP





Jun's Combos

Double-Punch Snap-Kick Combo
Tap LP, LP, RK

Double-Punch Axe-Kick Combo
Tap LP, LP, LK

Punching Side-Kick Combo
Tap LP, RK, RK, RK,

Flip-Kick Combo
Hold ←, tap LK, RK, RK, RK

Side-Kick Combo
Tap LK, RK, RK, RK

Side-Kick Flip-Kick Combo
Tap, LK, RK, RK, RK, LK

Low Side-Kick High Side-Kick Combo
Tap LK, RK, (LP RK), RP, RK

Rising-Kick Punch Combo
Tap (LP RK), RP, LP, RK, RK, RK

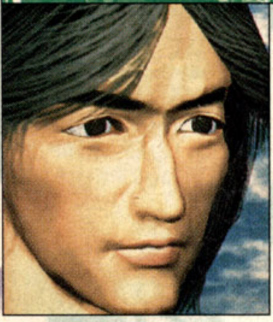
Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
RP	LP	LP	LP	RP	LP	RK	LK	LK	RK

1	2	3	4	5	6	7	8	9	10
					LP	RK	LP	LK	RK

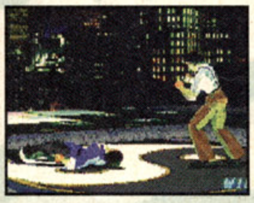
LEI

NEW CHARACTER



SPECIAL MOVES

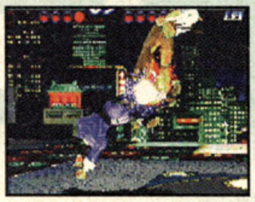
Lie Down



Hold (↓ LK RK)

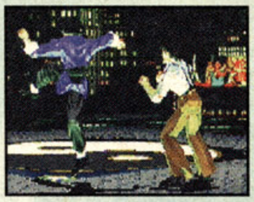
Note: You can perform two moves following this move.

Lie Down to Kick Thrust



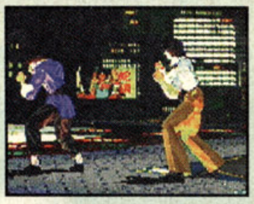
Hold (↓ LK RK), tap (LK RK)

Lie Down to Rising Spin Kick



Hold (↓ LK RK), tap LK, RK

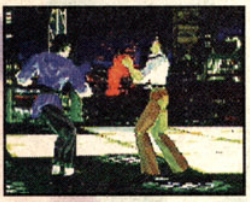
Turn Back to Enemies



Hold (← LK RK)

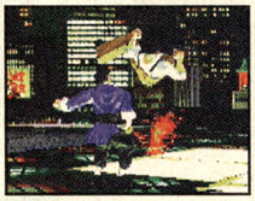
Note: You can perform six moves following this move.

Turn Back to Backfist



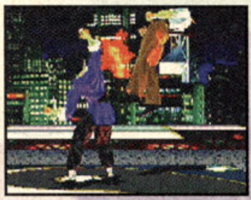
Hold (← LK RK), tap LP

Turn Back to Takedown Punch



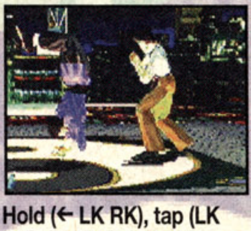
Hold (← LK RK), tap (↓ LP)

Turn Back to Uppercut



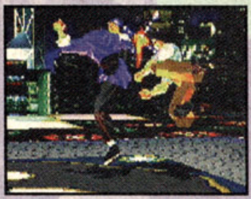
Hold (← LK RK), tap RP

Turn Back to Back Flip



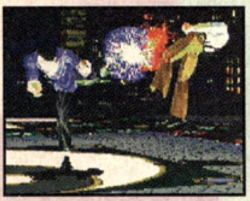
Hold (← LK RK), tap (LK RK), (LK RK), (LK RK)

Turn Back to Flying Kicks



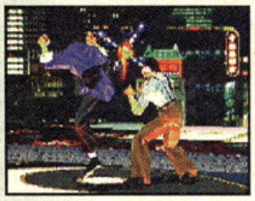
Hold (← LK RK), tap (↓ RK RK)

Turn Back to Side Kick



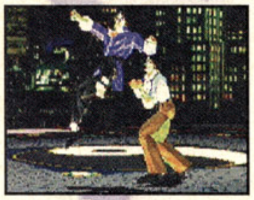
Hold (← LK RK), tap RK

Flying Roundhouse



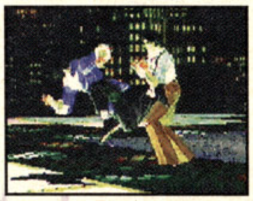
Tap (↙ RK), RK

Spinning Roundhouse



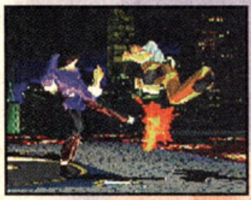
Tap LK, RK

Side Kick Takedown



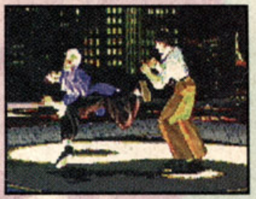
Hold (→ LK), tap RK

Leg Trip



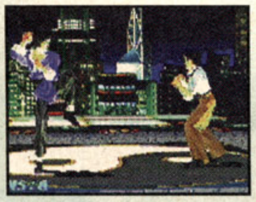
Tap LK, LK

Backward Spin Kick



Tap RK, LK

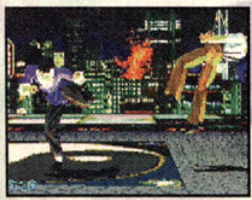
Super Move



Hold ←, tap (LP RK)

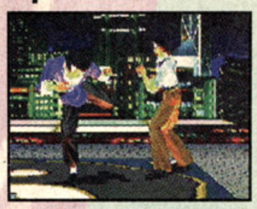
Note: You can perform three moves following this move.

Super Kick



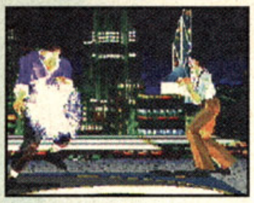
Hold ←, tap RK

Super Side Kicks



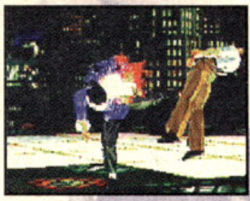
Hold ←, tap LK, LK, LK, LK

Super Rising Side Kick



Hold ←, tap LK, LK

Flying Leg Takedown



Tap →, →, hold (→ LK)

More Special Moves

Head Smash
When behind an opponent, tap (LP LK) or (RP RK)

Body Takedown
In close, tap (RP RK)

Leg Press
In close, tap (LP LK)

Arm Flip
In close, tap →, hold (→ LP RP)

Lei's Combos

Backflip Combo
Tap (LK RK), (LK RK), (LK RK)

Fist of Fury Combo
Tap →, RP, LP, RP, LP

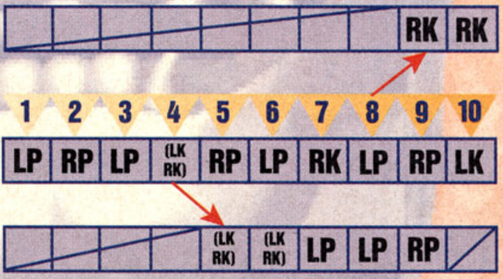
Snap-Kick Takedown Combo
Hold →, tap RK, LP, RP, LK

High to Low Combo
Tap →, RK, LP, RP, LK, hold ↓, tap RK

Punching Side-Kick Combo
Tap →, LP, RP, LP, RP, LK

Kicking Power-Punch Combo
Tap →, RK, LP, RP, LK, RK

Ten-Hit Combos



								RK	RK
1	2	3	4	5	6	7	8	9	10
LP	RP	LP	(LK RK)	RP	LP	RK	LP	RP	LK
				(LK RK)	(LK RK)	LP	LP	RP	

NINA

More Special Moves

Wrist Thrust
Tap →, (→ LP RP)

Super Move
Tap (↙ LP RP)

Flying Kick
Tap →, →, (→ LK)

Hip Toss
In close, tap (RP RK)

Arm Flip
In close, tap (LP LK)

Elbow Smash
In close, tap ↘, hold (↘ LP)

Vertical Kick
Motion ↓ ↙ LK

Shoulder Toss
In close, hold →, tap (LP LK)

Flip Kick
Tap →, (→ RK)
Note: This move stuns a blocking opponent.

Ground Slide
Tap ↙, RK

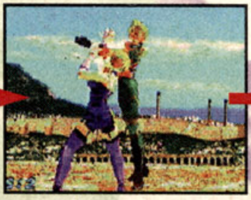
Chop Punch
Hold ←, tap RP

Stab Punch
Hold ←, tap LP

Leg Snapper
Tap →, →, hold →, tap LK

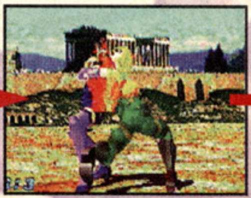
SPECIAL MOVES

Face Smack



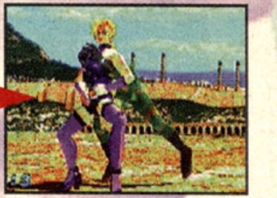
Motion ↓ ↘ → (LP RP)
Note: You can perform six moves following this move.

Single Arm Breaker



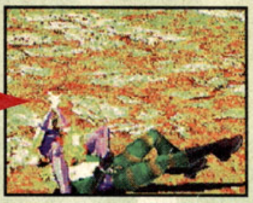
Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP

Double Arm Breaker



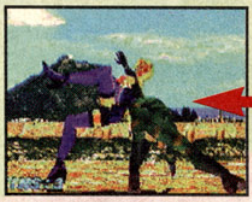
Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Over the Shoulder



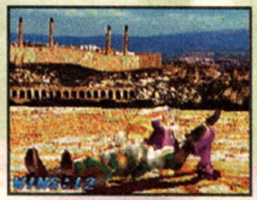
Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LK, RK, LK, (LP RP)

Ground Arm Breaker



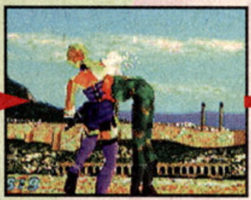
Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Lunge Grab



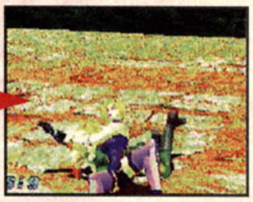
While running, tap (LP RP) or (RP RK)
Note: You can perform two moves following this move.

Knee Bash to Arm Break



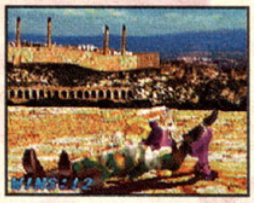
Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP

Ground Arm Breaker



Motion ↓ ↘ → (LP RP) for the Face Smack, then quickly tap RP, LK, RK, RP, RP, LP, (LK RK), LP, RP, (LP RP)

Grab to Takedown



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP

Nina's Combos

Three-Hit Knockdown
Tap LP, RP, RK

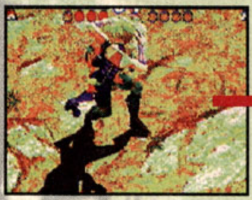
Triple-Kick Juggle
Tap (↗ RK), LK, RK

Four-Hit Knockdown
Tap (↘ LK), LK, LK, RK

Air-Juggle Combo
Tap (↘ RP), hold → for the next four hits and tap LP, RP, LP, RP, →, (→ LK RK)

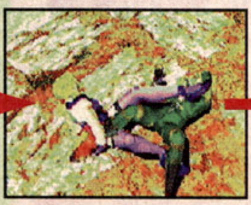
Wrist-Thrust Combo
Tap (↘, LK), LK, LK, LP, RP, hold →, tap (LP RP)

Leg Grab



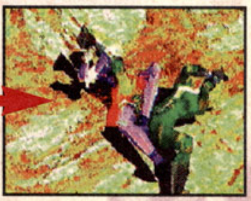
Motion ↓ ↘ → (LK RK)
Note: You can perform four moves following this move.

Leg Grab to Ankle Breaker



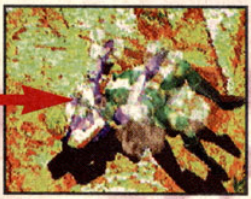
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP)

Ankle Breaker to Leg Snap



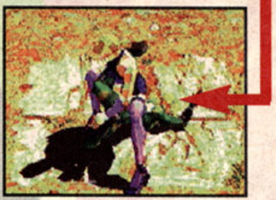
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LK, LP, RK, (RP RK)

Leg Grab to Arm Snap



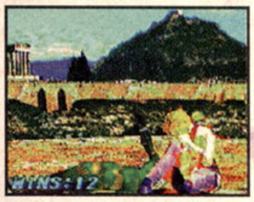
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), LK, RK, (LP RP)

Ankle Breaker to Pretzel Hold



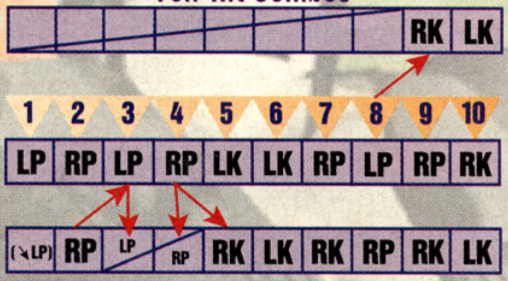
Motion ↓ ↘ → (LK RK) for the Leg Grab, then quickly tap (LK RK), RK, RP, (LP RP), LP, LK, (RP RK), (LK RK), (LP RP)

Takedown to Arm Breaker



While running, tap (LP RP) or (RP RK) for the Lunge Grab, then quickly tap (RP RK), LP, RP, LP, RP, LP, LK

Ten-Hit Combos

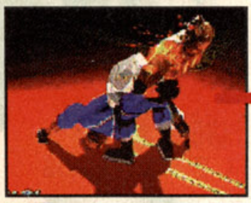


								RK	LK
1	2	3	4	5	6	7	8	9	10
LP	RP	LP	RP	LK	LK	RP	LP	RP	RK
(↘LP)	RP	LP	RP	RK	LK	RK	RP	RK	LK

KING

SPECIAL MOVES

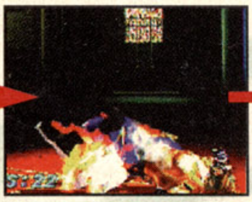
Standing Achilles Hold



In close, tap →, hold ↘, tap (LK RP)

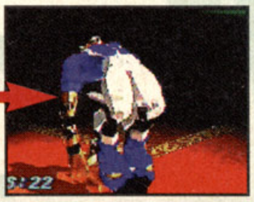
Note: You can perform four moves following this move.

Achilles Hold to Death Lock



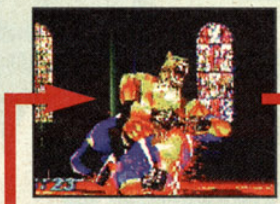
In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK)

Death Lock to Romero Special



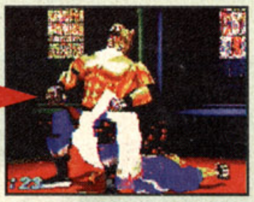
In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap (LP RP), LP, LK, (LP RP RK), (LP RP), LK, RK, (LP RP), (LP RP LK RK)

Death Lock to Neck Breaker



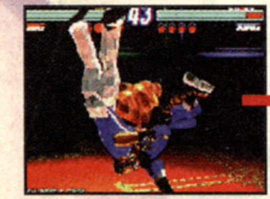
In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP)

Neck Breaker to Scorpion Death Lock



In close, tap →, hold ↘, tap (LK RP) for the Achilles, then tap LP, RP, LK, LP, (LP RP), (LP RP), LK, LP, (LP LK)

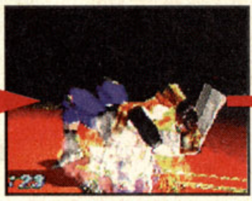
Close Reverse Arm-Clutch Slam



Tap →, hold ↘, tap (RP RK)

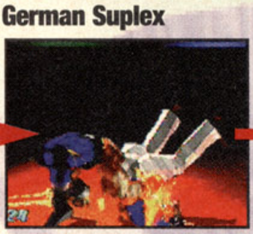
Note: Do the following four moves in sequence.

Back Drop



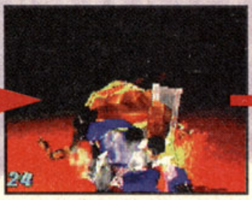
Tap RP, LP, (LP RP)

German Suplex



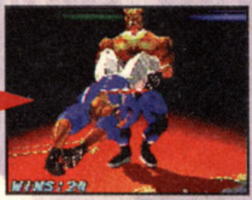
Tap (LK RK), (LP RP)

Power Bomb



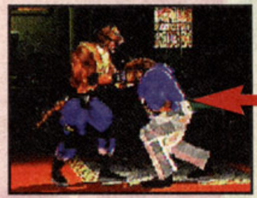
Tap LP, RP, (LK RK)

Mind Sweeper



Tap RP, LP, LK, RK

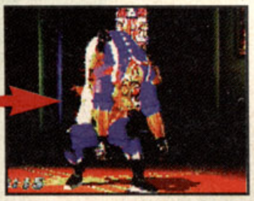
Stun Punch



Tap →, →, neutral for one second, then tap RP

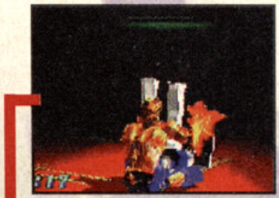
Note: The Stun Punch works only as a countermove. You can perform two moves following this move.

Stun Punch to Jaguar Back Breaker



Tap →, →, neutral for one second, then tap RP, (LP RP)

Stun Punch to Power Bomb



Tap →, →, neutral for one second, then tap RP, (LP RP↑), (↓ LK RK)

King's Special Moves

Stun Combo
Tap (↘ LP), →, (→ RK), (↑ RP)
Note: To start this combo your opponent must block the first hit.

Super Stun Combo
Tap (↘ LP), walk in with LP, walk in with LP, tap →, (→ LP RP), →, →, RP
Note: To start this combo your opponent must block the first hit.

Air-Juggle Combo
Tap →, (→ RP), hold →, tap LP, hold →, tap RP, →, (→ RP), (↑ RP)

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
LP	RP	LP	LP	RP	RK	RK	RK	LP	LK
				LK	LK	RK	LK	RP	(LP RP)

More Special Moves

Brain Buster
Tap (RP RK)

Coconut Crush
Tap (LP LK)

Spinning Jump Kick
Tap →, →, (→, LK RK)

Big Boot
Tap →, (→ RK)

Knuckle Bomb
Tap (↘ LP RP)

Uppercut
Hold ↓, ↘, tap RP

Dive Attack
Tap →, (→ LP RP)

Hard Pounce
Tap (↗ LK RK)

Frankensteiner
Tap (↘ LK RK)

Power Uppercut
Hold →, tap (LP RP)

Elbow Smash
Tap (↓ LP RP)

DDT
Tap ↙, (↙ LP RP)

Pile Driver
Tap ↙, (→ LP RP)

Mind Sweeper
Motion → ← ↙ ↓ ↘ → LP

Jump Kick
Tap →, (→ LK RK)

Jaguar Driver
Motion ↓ ↘, hold →, tap LP
Note: You can perform two moves following this move.

Jaguar Driver to Face Buster
Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP)

Jaguar Driver to Boston Crab
Motion ↓ ↘, hold →, tap LP for the Jaguar Driver, then quickly tap (LP RP), LK, RK, (LP RP)

Backflip Attack
Hold →, tap (LP RK)

Octopus Hold
Tap (↘ RK), RK, RK, RK, RK, RP, LP, LK
Note: The Octopus Hold can only be used as a countermove from four consecutive low side kicks.

Half Boston Crab
From behind opponent, tap (LP LK)

Cobra Twist
From behind opponent, tap (RP RK)

Figure-Four Leg Lock
Hold ↙, tap (LP RP)

YOSHIMITSU

Yoshimitsu's Combos

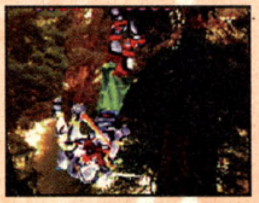
Hard-Pounce Combo
Tap RP, LK, (↗ LK RK)

Three-Hit Slash Combo
Tap (→ RP), →, (→ RK), (↙ LP)

Air-Juggle Combo
Tap (↘ RP), hold →, tap LP, →, (→ RK), (↙ LP)

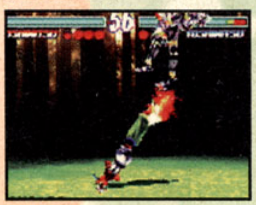
SPECIAL MOVES

Dive-Bomb Grab



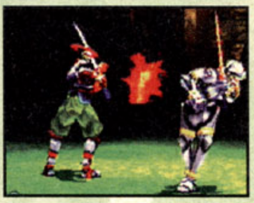
Motion ↓ ↙, hold ←, tap (LP RP)

Thrust Kick



Tap RK, LK

Backhand

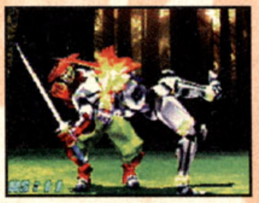


Tap (→ RP)

Ten-Hit Combos

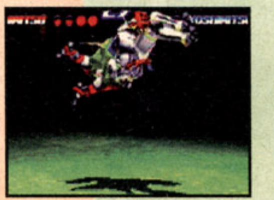
1	2	3	4	5	6	7	8	9	10
LP	RP	LP	RK	RK	RK	LP	LP	LP	LP
				RP	RP	RP	RK	LP	LP

Sword Bash



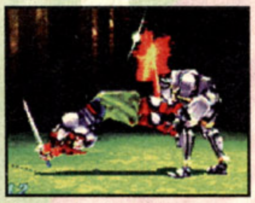
In close, tap (RP RK)

Body Press



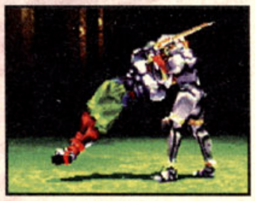
In close, tap (LP LK)

Flip Kick



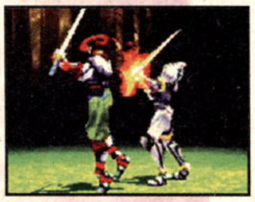
Tap →, (→ LK RK)

Flip Kick to Corkscrew



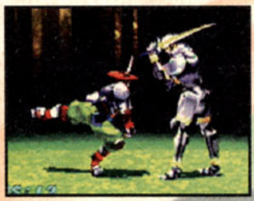
During a Flip Kick attack, tap (LP RP)

Spinning Elbow



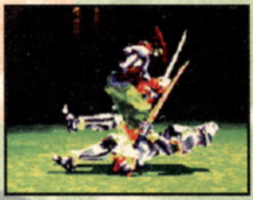
Tap (← LP)
Note: Keep tapping LP to repeat spins.

Spinning Leg Sweep



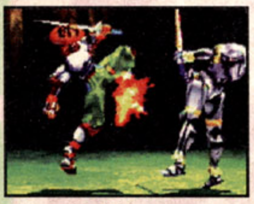
Tap (↙ LK)
Note: Keep tapping LK to repeat spins.

Hard Pounce



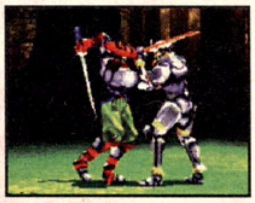
Tap (↗ LK RK)

Knee Charge



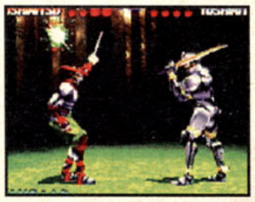
Tap →, (→ RK)

Sword Slash



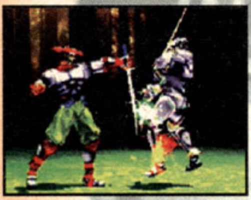
Tap (↙ LP)

Super Move



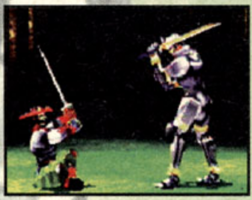
Tap ←, (← LP)

Spinning Sword



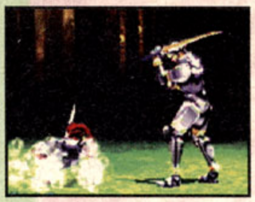
Tap ←, (← LP), LP

Life Rejuvenator



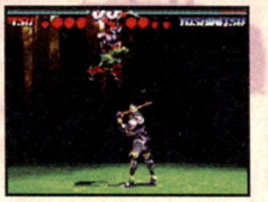
Hold ↓, tap (LP RP)

Teleport



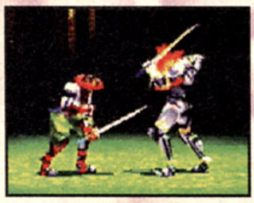
During Life Rejuvenator, tap ← or →

Helicopter Attack



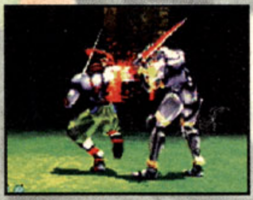
Tap (↗ LP RP)

Descend Attack



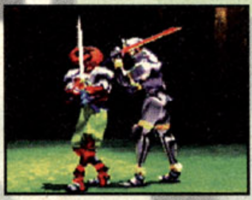
During Helicopter Attack, tap ↓

Backfist Spin



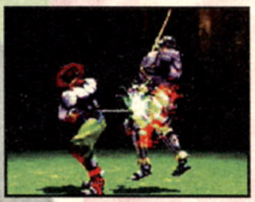
Tap (↙ RP)
Note: Keep tapping RP to repeat spins.

Turn Back to Enemies



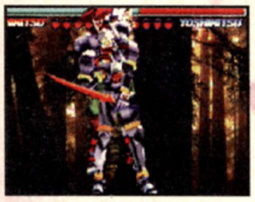
Tap →, hold →, tap (LP RK)

Suicide Attack



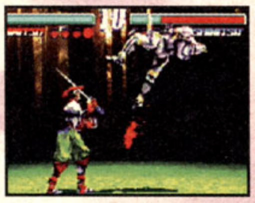
Tap (↓ LP RK)

Air Smash



When behind opponent, tap (LP LK) or (RP RK)

Rising Attack



While crouching, tap ↙, hold ←, tap LP

HEIHACHI

NEW CHARACTER

Heihachi's Combos

Ground Air-Juggle Combo
Tap (↘ LP), RP, walk in with LP, tap (↓ LP), (→ RP), (↗ RK), LK

Sweep-Kick Combo
Motion → ↓ ↘ RK, hold ↘, tap RK, RK, (↗ RK), LK

Power-Uppercut Air-Juggle Combo
Tap →, (→ RP), LP, →, (→ RP), (↗ RK), LK

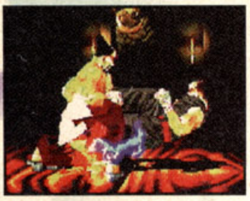
Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
→, Hold → tap RP	LP	RP	RP	LK	RK	RK	LP	RP	LP

1	2	3	4	5	6	7	8	9	10
(↘ LK)	RP	RP	RK	RK	LP	RK	LP	RP	RK
						RP	LP	RP	LP

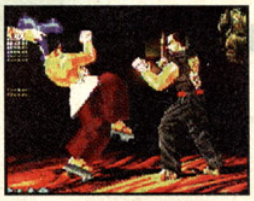
SPECIAL MOVES

Power Stomp



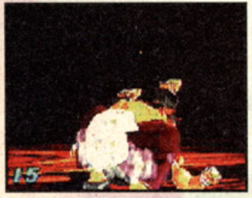
When opponent is on the ground, tap (↓ RK)

Super Move



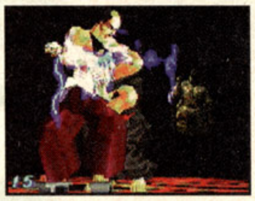
Hold ↓, tap (LP RK)

Power Bomb



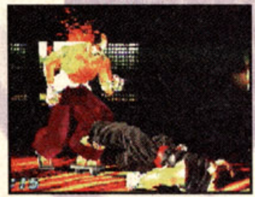
Tap (RP RK)

Neck Breaker



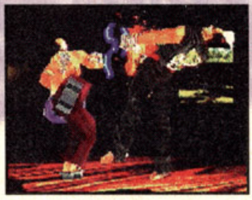
Tap (LP LK)

Head Butt



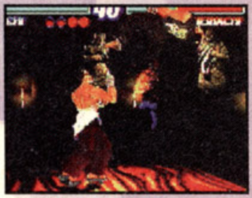
Tap →, (→ LP RP)

Sweep Kick



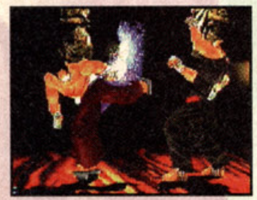
Tap (↗ RK), RK

Charging Uppercut



Motion → ↓ ↘ RP

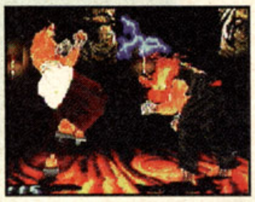
Flying Kick



Tap →, →, (→ LK)

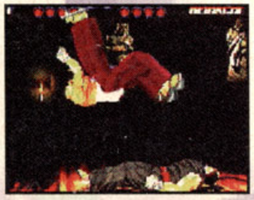
Note: This move stuns a blocking opponent.

Axe Kick



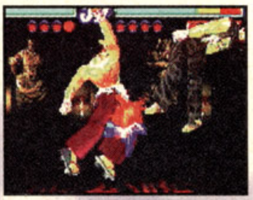
Tap (→ RK)

Flip-Kick Hard Pounce



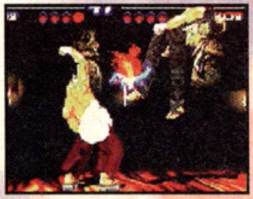
Tap RK, LK

Super Uppercut



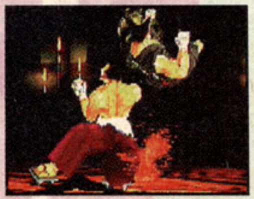
Motion → ↓ ↘ LP

Double-Punch Uppercut



Tap (↘ LP), RP

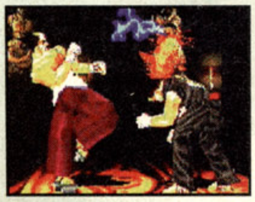
Sweep Kick



Motion → ↓ ↘ RK

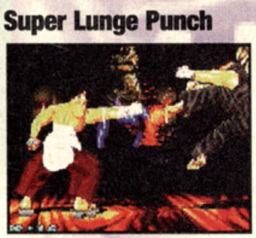
Note: Keep tapping RK for more hits.

Super Axe Kick



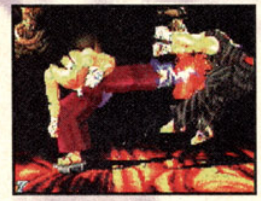
Tap →, (→ LK)

Super Lunge Punch



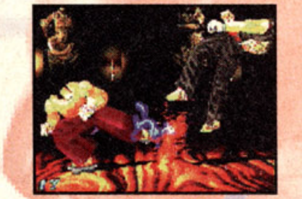
Motion ↓ ↘ → RP

Flying Side Kick



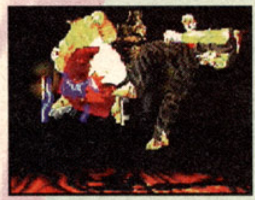
Motion → ↓ ↘ LK

Flying Sweep Kick



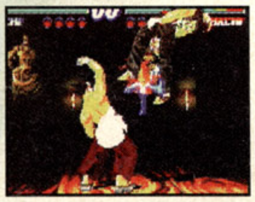
Motion → ↓, hold ↘, tap LK

Flying Roundhouse



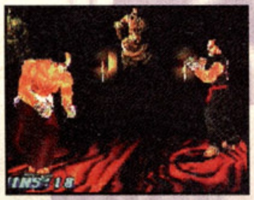
Tap (↗ LK), RK

Power Uppercut



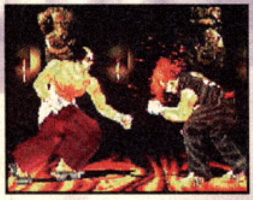
Tap →, (→ RP)

Side Step



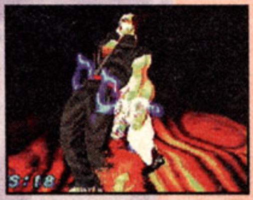
Tap ←, ←, (LK RK)

Elbow Smash to Lunge Punch



Tap (↓ LP), (→ RP)

Power Grab

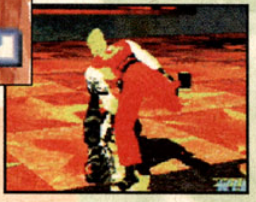


From behind opponent, tap (LP LK) or (RP RK)

PAUL

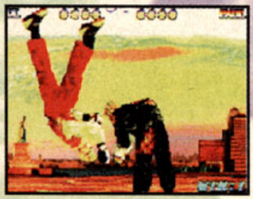
SPECIAL MOVES

Reverse Arm Cross



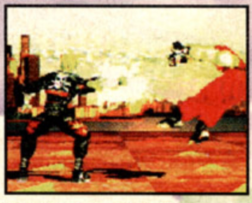
In close, tap (RP RK)

Shoulder Throw



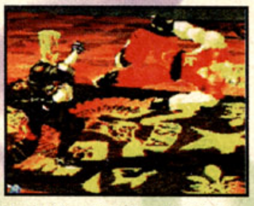
In close, tap (LP LK)

Lunge Punch



Motion ↓ ↘ → RP

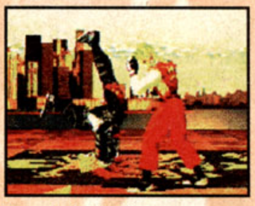
Counter Grab



Hold (← LP LK) or (← RP RK)

Note: Use countermoves when opponents start to attack.

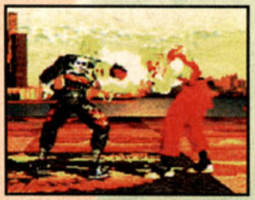
Flip Kick



Tap →, (→ RK)

Note: This move stuns a blocking opponent.

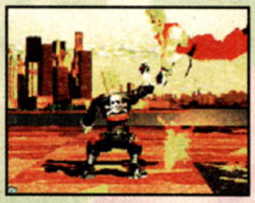
Elbow Punch



Hold ↘, tap RP

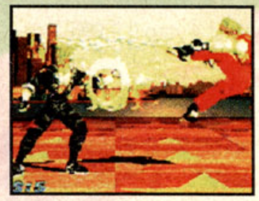
Note: You can perform two moves following this move.

Elbow Punch To Uppercut



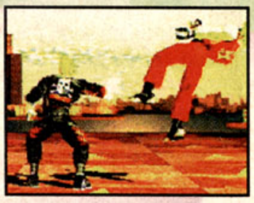
Hold ↘, tap RP for the Elbow Punch, then tap RP

Elbow Punch to Lunge Punch



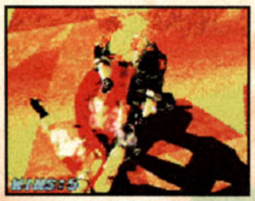
Hold ↘, tap RP for the Elbow Punch, then tap LP

Super Elbow Punch



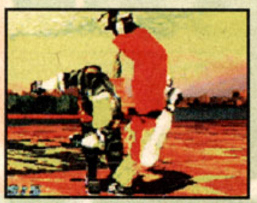
Tap →, hold →, tap RP

Arm Takedown



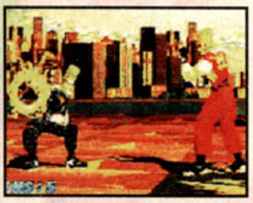
In close, hold ↘, tap (LP RP)

Arm Takedown



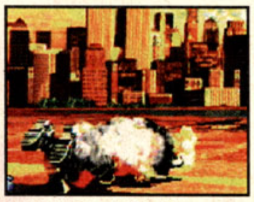
From behind opponent, tap (LP LK) or (RP RK)

Super Move



Hold ←, tap (LP RP)

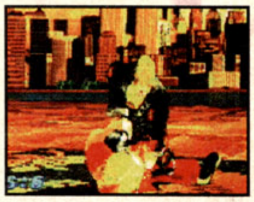
Body Tackle



Hold ↙, tap (LP RP)

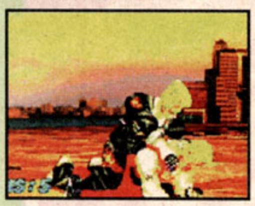
Note: You can perform two moves following this move.

Body Tackle to Punching Bag



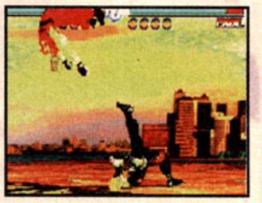
Hold ↙, tap (LP RP) for the Body Tackle, then tap RP, LP, RP, LP, RP

Body Tackle to Neck Breaker



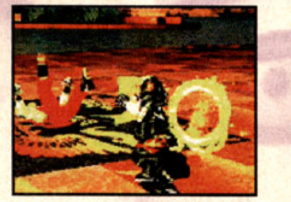
Hold ↙, tap (LP RP) for the Body Tackle, then tap RP, LP, RP, LK, RK, (LP RP)

Leg Flip



In close, tap (← LP LK)

Power Elbow Throw



In close, tap →, (→ LP RP)

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
LP	RP	LK	RP	LP	RP	LP	RK	RP	LP
			LP	RK	RP	LP	RK	RP	LP

Paul's Combos

Punch Kick Combo
Tap LP, RP, LK

Sweep Elbow Combo
Tap (↓ RK), (→ RP), (↑ RP)

Air-Juggle Combo
Tap (↘ RP), (↘ LP), (↓ LP), (→ RP), (↗ RP)

JACK 2

SPECIAL MOVES

Wrist Up Slam

In close, tap (RP RK)

Hell Press

In close, tap (LP LK)

Pile Driver

In close, tap ↙, hold →, tap (LP RP)

Back Breaker

In close, motion ↓ ↙, hold ←, tap RP

Pyramid Driver

In close, motion ↓ ↘, hold →, tap LP

Spring Hammer Punch

While crouching, hold ↓, tap (LP RP)

Machine Gun Knuckle

Tap (↙ LP), LP, LP, LP, LP, (↘ RP)

Double Hammer

Tap (LP RP), (LP RP)

Megaton Punch

Motion ← ↙ ↓, hold ↘, tap RP

Power Scissors

Tap (→ LP RP)

Sitting Move

Tap (LK RK)

Bravo Knuckle

Tap (↓ LP RP)

Catapult Throw

In close, hold ↘, tap (RP RK)

Sit on the Spot

Tap (↗ LK RK)

Super Move

Motion 360 degrees toward the opponent starting from ←, then tap LP

Note: You can keep doing the motion to increase the power of the punch.

Megaton Sweep

Motion ← ↙ ↓, hold ↘, tap LP

Death Shoot

From behind opponent, tap (RP RK)

Jack's Combos

Triple-Punch Combo
Tap LP, LP, LP

Five-Hit Smash Combo
Hold ↓, tap LP, LP, LP, RP, LP

Air-Juggle Combo
Tap (↘ RP), (↘ LP), (→ RP), (↗ LK RK)

Wild Swing Combo
Tap ↓, hold ↘, tap LP, RP, LP, LP

Sitting Combo
Tap (LK RK), LP, RP, LP, RP

Cossack Combo
Hold ↙, tap LK, RK, LK, RK, LK, RK

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
(↓LK)	LP	LP	LP	RP	LP	RP	LP	(LP RP)	(LP RP)
(↗LP)	LP	RK	LK	RK	LP			(↓ LP RP)	(LP RP)

LAW

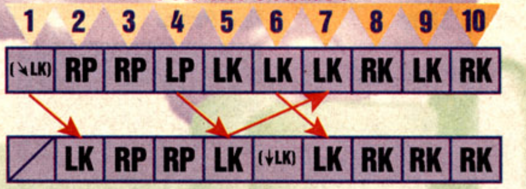
Law's Combos

Fist of Fury Combo
Tap LP, LP, hold →, tap RP, RP, RP

Kick of Fury Combo
Tap (↓ LK), LK, LK, LK

Air-Juggle Combo
Tap (↘ RP), walk in with LP, walk in with LP, tap →, (→ LK), (↑ RP)

Ten-Hit Combos



1	2	3	4	5	6	7	8	9	10
(↘LK)	RP	RP	LP	LK	LK	LK	RK	LK	RK
	LK	RP	RP	LK	(↓LK)	LK	RK	RK	RK

SPECIAL MOVES

Atomic Noogie

In close, tap (RP RK)

Atomic Body Slam

In close, tap (LP LK)

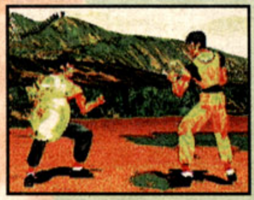
Dragon Knee

In close, tap →, hold →, tap (LK RK)

Side Kick

Tap (↘ LK)

Super Move



Tap (↙ LP RP)

Standing Flip Kick

Tap (LK RK), LK

Flying Side Kick

Tap →, →, (→ LK)

Note: This move stuns a blocking opponent.

Face Crusher

From behind opponent, tap (LP LK) or (RP RK)

Sweep Takedown

Tap (↙ RK)

Low Flip Kick

Charge ↓ for one second, tap (↑ RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.

High Flip Kick

Charge ↓ for one second, hold (↑ RK)

Note: Hold ↗ to flip toward your opponent; hold ↖ to flip away.

Super Flip Kick

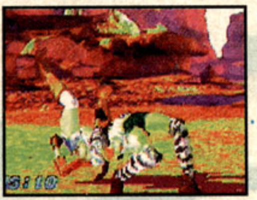
Charge ↓ for one second, tap (↑ LK RK)

Note: Tap ↗ to flip toward your opponent; tap ↖ to flip away.

MICHELLE

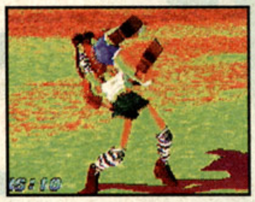
SPECIAL MOVES

Fisherman's Suplex



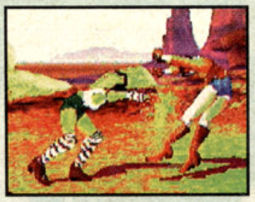
In close, tap (RP RK)

Front Suplex



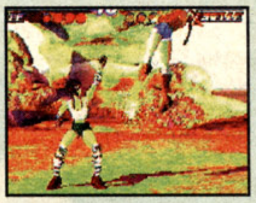
In close, tap (LP LK)

Power Punch



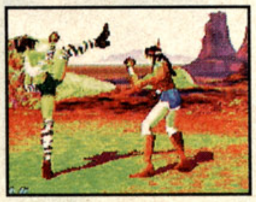
Tap (LP RP)

Two-Hit Uppercut



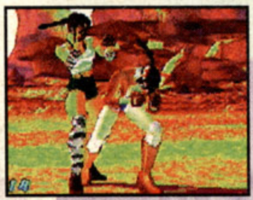
Tap (↘ LP), LP

Front Snap Kick



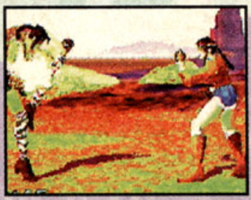
Tap (↘ LK)

Punch and Side Step



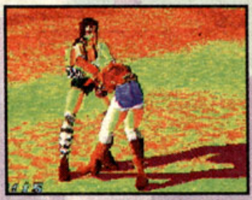
Tap (← RP)

Super Move



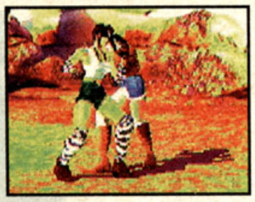
Hold →, tap (LP RK)

Full Nelson Suplex



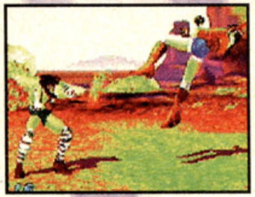
Hold ↘, tap (LP RP)

Spinning Back Kick



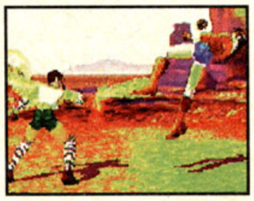
Tap (LK RK), RK

Elbow Lunge



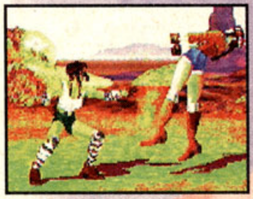
Tap →, hold →, tap LP

Super Elbow Lunge



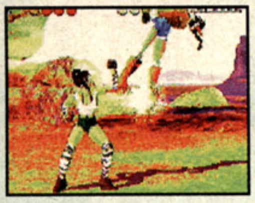
While crouching, hold ↘, tap RP

Lunge Punch



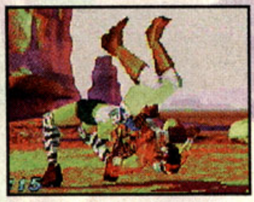
Tap ↓, hold ↘, tap LP

Charging Uppercut



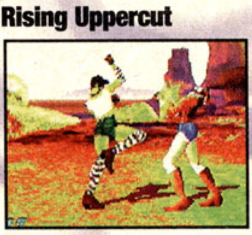
Hold →, tap LP

German Suplex



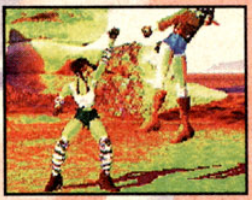
From behind opponent, tap (LP LK) or (RP RK)

Rising Uppercut



Tap LK, RP

Two-Hit Juggle Uppercut



Tap (↘ RP), LP

Michelle's Combos

Bounce-Back Hard-Pounce Combo
Tap RK, (↓ RK), LP, (↗ LK RK)

Ground Air-Juggle Combo
Tap LP, LP, LP, (→ LP), (↑ RP)

High-Low Combo
Tap RP, RK, LP

Flying Kick Combo
Tap RP, LP, RK, LK

Ten-Hit Combos

1	2	3	4	5	6	7	8	9	10
RP	LP	LP	RP	LK	LK	LK	RK	RK	LP
						RP	LK	RP	LP
							LP	RK	LK

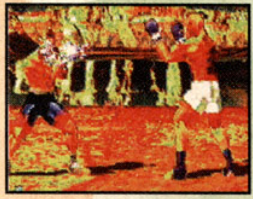
Hidden Characters

BRUCE

To play as Bruce, move the cursor to Lei on the character-select screen. Press the Start button four times and tap →.

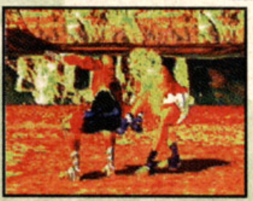
SPECIAL MOVES

Super Move



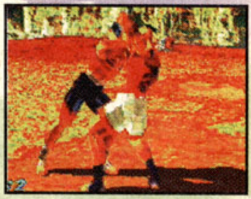
Tap (← RP LK)

Power Dive



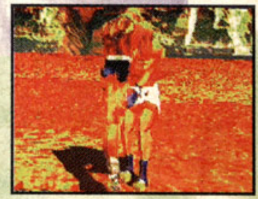
In close, tap (LP RP)

Head Lock Attack



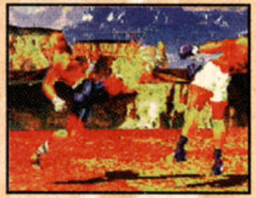
In close, tap (RP RK)

Knee Bash



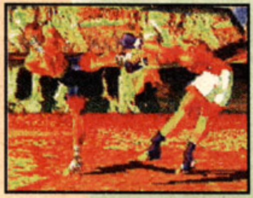
In close, tap (LP LK)

Flying Snap Kick



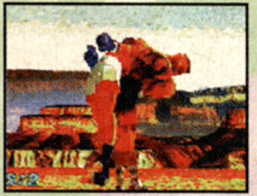
Tap →, (→ RK)

Power Side Kick



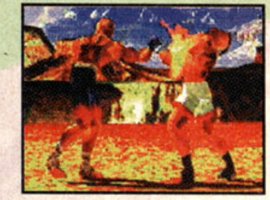
Tap →, (→ LK)

Hip Toss



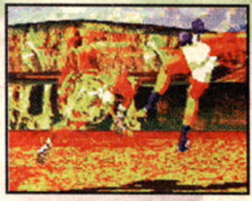
From behind opponent, tap (RP RK)

Jab Punch



Motion ↓ ↘ RP

Knee to Kick Fury



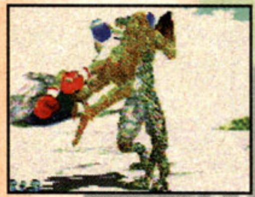
Tap (← RK), then tap LK repeatedly for more hits.

ROGER

To play as Roger, hold LP before you start a game. Start a game while still holding LP, and on the character-select screen, tap ↑, ↑ on any fighter to get Roger.

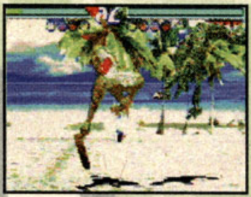
SPECIAL MOVES

Dive Attack



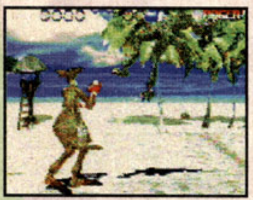
Tap (↘ LK RK)

Rising Uppercut



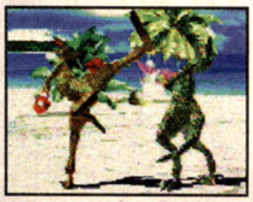
Motion → ↓ ↘ LP

Standing Uppercut



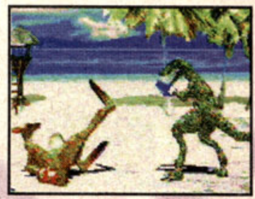
Motion → ↓ ↘ RP

Front Snap Kick



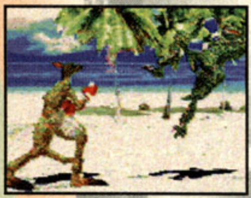
Hold ↓ for one second, tap RK

Kicking Attack



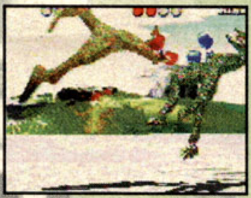
Tap (← LK RK), then, while on the ground, tap LK, RK, LK, RK

Charge Punch



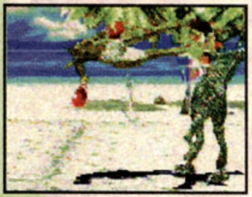
Tap →, hold →, tap RP

Super Diving Attack



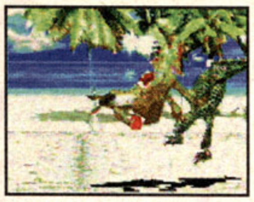
Tap →, (→ LP RP)

Diving-Kick Attack



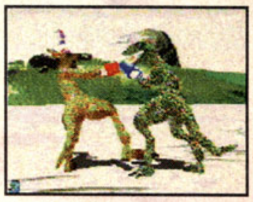
Tap (LK RK)

Super Diving-Kick Attack



Tap →, (→ LK RK)

Super Move



Tap (← LP)

More Special Moves

Brain Buster
In close, tap (RP RK)

Shoulder Throw
From behind opponent, tap (RP RK)

Pile Driver
In close, motion ↓ ↘ → LP

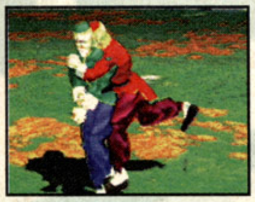
Coconut Crush
In close, tap (LP LK)

WANG

To play as Wang, move the cursor to Jun on the character-select screen. Press the Start button and tap ↓, →, ←, ↑.

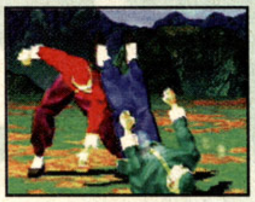
SPECIAL MOVES

Neck Throw



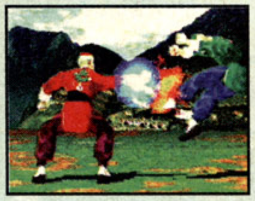
In close, tap (LP LK)

Super Neck Throw



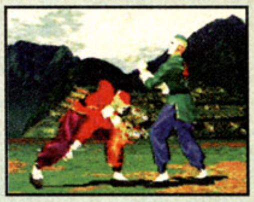
In close, tap (RP RK)

Lunge Punch



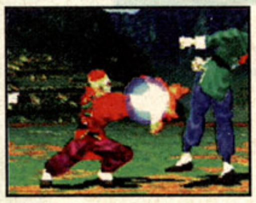
Motion ↓ ↘ → RP

High-Low Punch



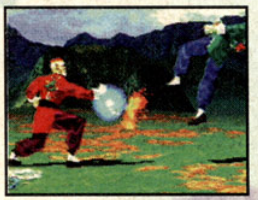
Tap LP, LP, LP

Rising Power Punch



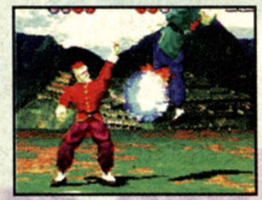
Tap (↘ RP)

Charging Punch



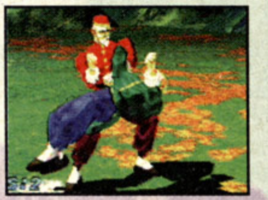
Tap (→ RP)

Two-Hit Uppercut



Tap (↘ RP), LP

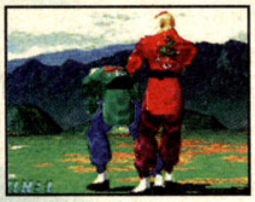
Counter Grab



Hold (← LP RP)

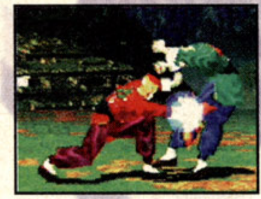
Note: Use countermoves when opponents start an attack.

Side-Step Move



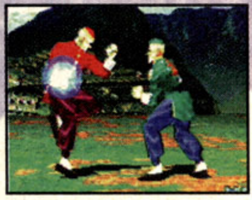
Tap RP, ←

Power Punch



Tap →, (→ LP RP)

Super Move



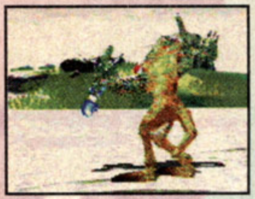
Tap ←, (← LP)

ALEX

To play as Alex, hold RP before you start a game. Start a game while holding RP, and on the character-select screen, tap ↑, ↑ on any fighter to get Alex.

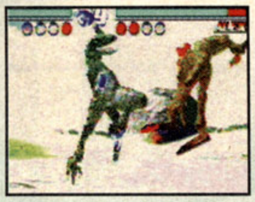
SPECIAL MOVES

Dive Attack



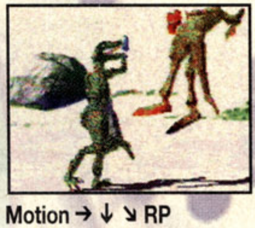
Tap (↘ LK RK)

Rising Uppercut



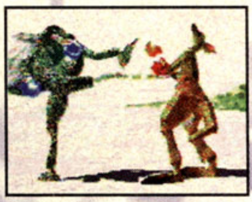
Motion → ↓ ↘ LP

Standing Uppercut



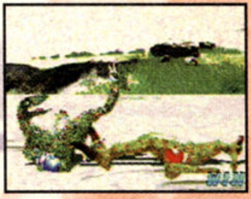
Motion → ↓ ↘ RP

Front Snap Kick



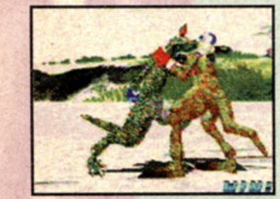
Hold ↓ for one second, tap RK

Kicking Attack



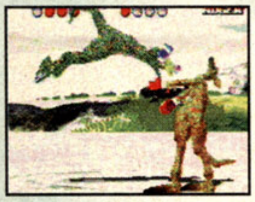
Tap (← LK RK), then, while on the ground, tap LK, RK, LK, RK

Charge Punch



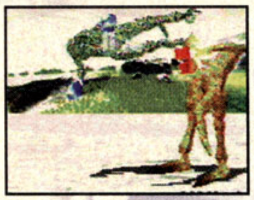
Tap →, hold →, tap RP

Super Diving Attack



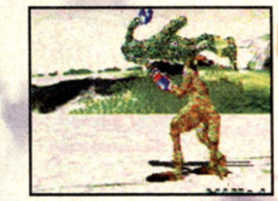
Tap →, (→ LP RP)

Diving-Kick Attack



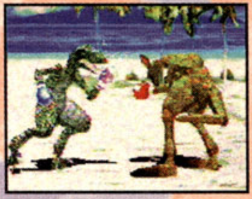
Tap (LK RK)

Super Diving-Kick Attack



Tap →, (→ LK RK)

Elbow Smash



Tap (↘ LP)

More Special Moves

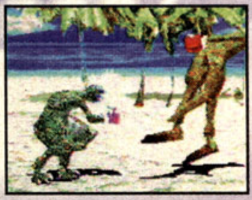
Pile Driver
In close, motion ↓ ↘ → LP

Shoulder Throw
From behind opponent, tap (RP RK)

Brain Buster
In close, tap (RP RK)

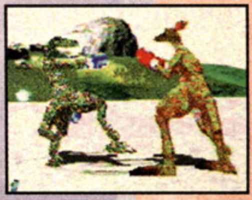
Coconut Crush
In close, tap (LP LK)

Knuckle Bomb



Tap (↗ LP RP)

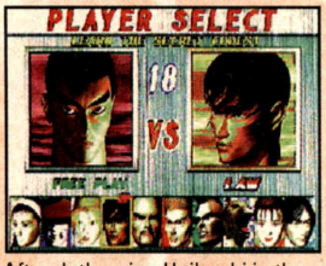
Super Move



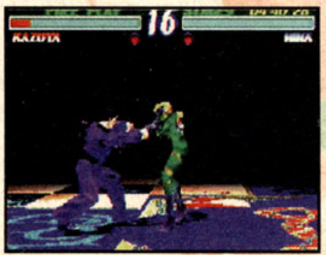
Tap (← LP)

Final Bosses

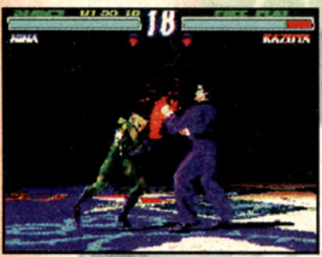
KAZUYA



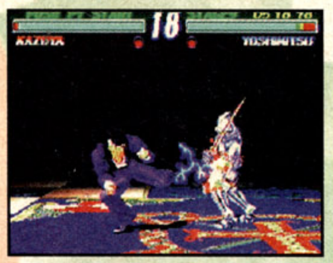
After dethroning Heihachi in the first Iron Fist Tournament, Kazuya and Devil Kazuya are now the final bosses. First you go up against Kazuya. After defeating him, you then face Devil Kazuya. In his return, Kazuya retains all of his original moves from the first tournament. Here are some basic skills you'll need to defeat him.



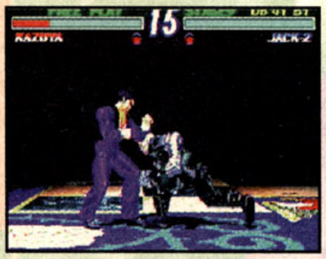
Throws and grab moves are almost impossible to perform against Kazuya. He often counters the throw and then attacks.



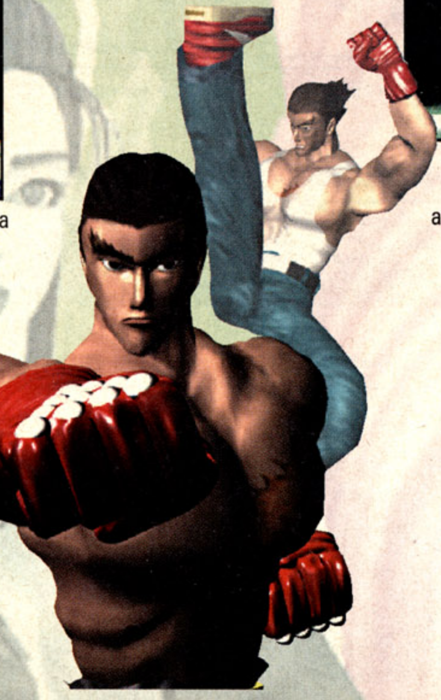
Always try to attack Kazuya with a ten-hit combo. Usually Kazuya won't block the last few hits. This tactic is a good way to wear him – and the clock – down.



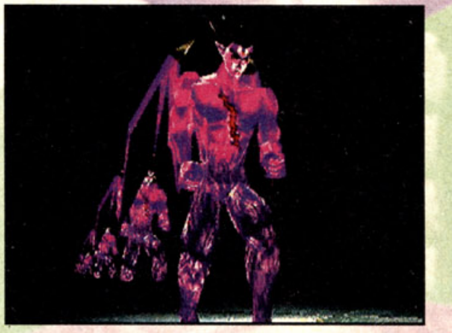
In addition to Kazuya's lightning speed and solid defense, Kazuya has several kick combos. Be sure to block all the hits he throws before you counterattack.



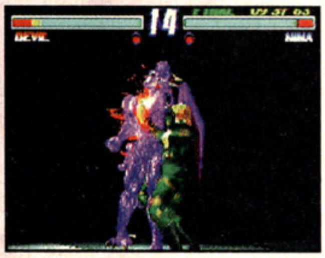
To catch Kazuya offguard, start a move or a combo in close and crouching. This leaves you open for a counterattack if you don't move fast enough to start it.



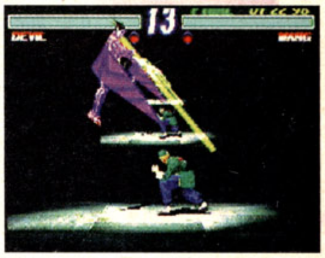
DEVIL KAZUYA



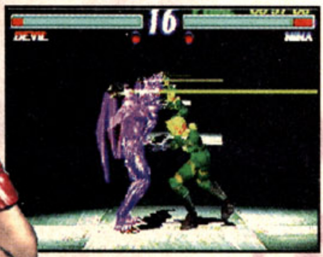
Devil Kazuya is the final boss in the game. He has all of Kazuya's moves, and he can fly and shoot a laser beam from the ground or air. The laser beam is easy to counter, but if it connects, you're in for major damage.



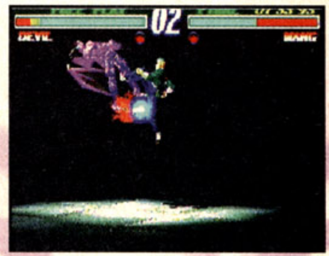
Devil doesn't counterthrow or use grab moves as often as regular Kazuya does. Use these moves when in close to him.



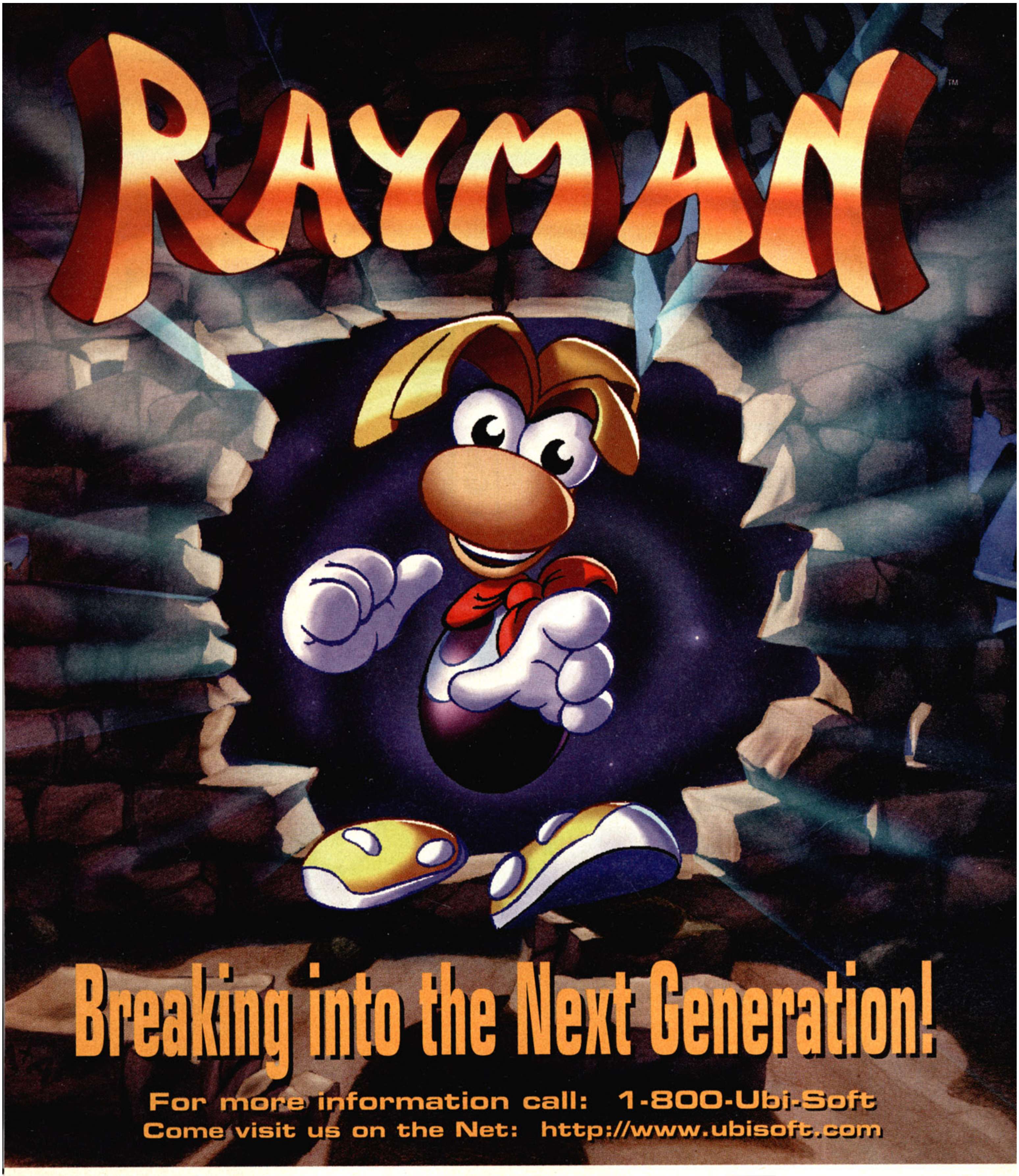
Usually when Devil takes to the air, he shoots his laser. When this happens, run toward him and crouch to avoid being hit.



When Devil Kazuya fires his ground laser beam, crouch and move in close to counter.



After Devil shoots his laser beam, you can jump toward him and counterattack. This approach is one of the most effective ways to defeat him.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JAGUAR™ 64-BIT

PlayStation

Ubi Soft ENTERTAINMENT

SEGA SATURN

CD ROM

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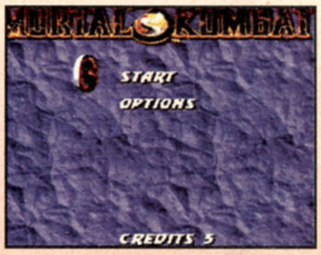
S.W.A.T.PRO

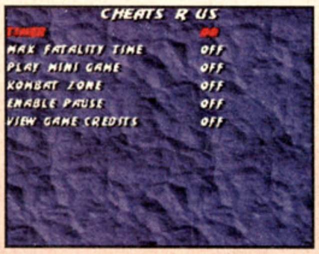
Video Game Strategies, Weapons, and Tactics

Super NES

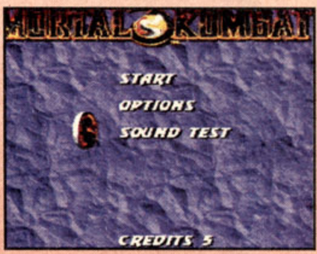
Mortal Kombat 3

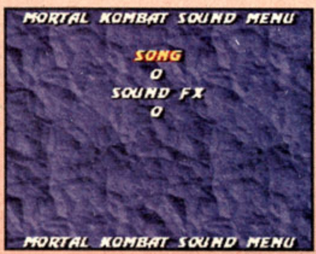
Kool Stuff and Sound Test


MORTAL KOMBAT
START
OPTIONS
CREDITS 5


CHEATS R US
TIMER
MAX FATALITY TIME OFF
PLAY MINI GAME OFF
KOMBAT ZONE OFF
ENABLE PAUSE OFF
VIEW GAME CREDITS OFF

Kool Stuff: At the Start/Options screen, **press Up, Up, Down, Down, Left, Right, Button A, Button B, Button A**. An option called Kool Stuff appears. This option is filled with cheats like maximum fatality time and other goodies.


MORTAL KOMBAT
START
OPTIONS
SOUND TEST
CREDITS 5


MORTAL KOMBAT SOUND MENU
SONG
0
SOUND FX
0
MORTAL KOMBAT SOUND MENU

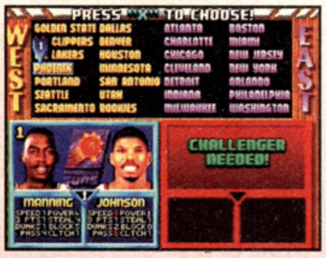
Sound Test: At the Start/Options screen, **press Button A, Button Y, Button B, Button X**. A Mortal Kombat Sound Menu appears that allows you to listen to the music and sound effects.

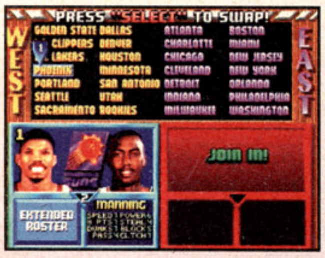
Eric Bianchi
Santa Ana, CA

PlayStation

NBA Jam Tournament Edition

Expansion Teams


PRESS "X" TO CHOOSE!
WEST
EAST
CHALLENGER NEEDED!
MANNING
JOHNSON


PRESS "SELECT" TO SWAP!
WEST
EAST
JOIN IN!
EXTENDED ROSTER
MANNING

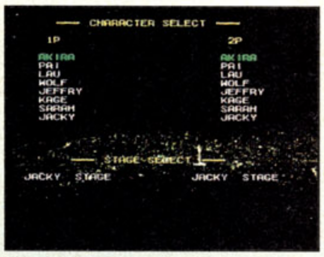
At the team-select screen, **hold down the Select button and rotate the directional pad twice counterclockwise** to make the expansion-team roster appear. This gives you one or two extra players, so both players can be replaced with fresh ones.

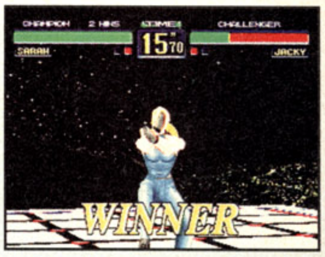
Charles Kim
Mukilteo, WA

Saturn

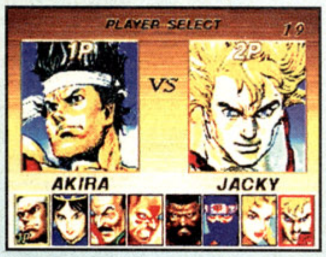
Virtua Fighter Remix

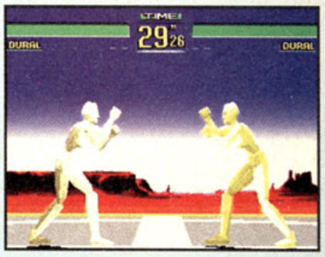
Change Fighter and Stage, Play as Dural, and Hidden Options


CHARACTER SELECT
1P
2P
AKIRA
PAI
LAU
WOLF
JEFFRY
KAGE
SARAH
JACKY
STAGE SELECT


CHAMPION
CHALLENGER
SARAH
JACKY
15"70
WINNER

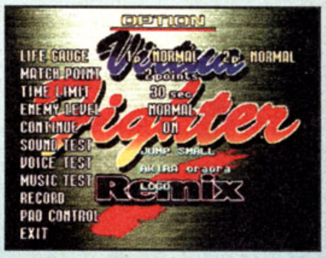
Change fighter and stage: In a two-player versus game, **the winner must hold Button L and Button R** when the word "Winner" appears. An Options menu appears that allows you to change fighters and fighting stages.


PLAYER SELECT
1P
2P
VS
AKIRA
JACKY

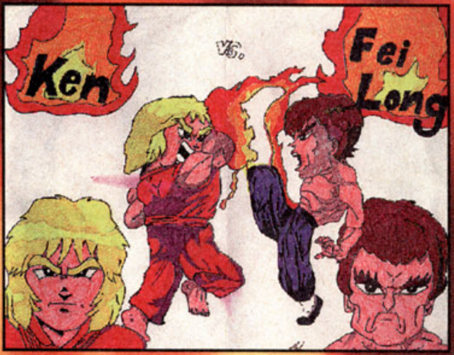

TIME
29"26
DURAL
DURAL

Play as Dural: At the Player Select screen, Player Two must start on Jacky. Player One must move the cursor to Akira and **press Down, Up, and Right, then simultaneously press Left and Button A**. You should then hear a sound.

Virtua Fighter
Remix
PRESS START BUTTON


OPTION
LIFE GAUGE NORMAL
MATCH POINT 2 points
TIME LIMIT 30 sec
ENEMY LEVEL NORMAL
CONTINUE ON
SOUND TEST
VOICE TEST
MUSIC TEST
RECORD
PAD CONTROL
EXIT

Hidden options: While "Press Start Button" is flashing at the title screen, **press Up 12 times and press Start**. When you go into the Option mode, **continue to press Down past the Exit option**. With the cursor off the screen, **press Button A**. You can now access a hidden Option menu.

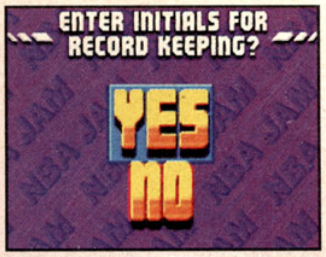

Ken
VS.
Fei Long

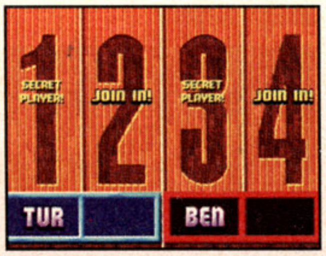
Eric Lok, E. Hanover, NJ

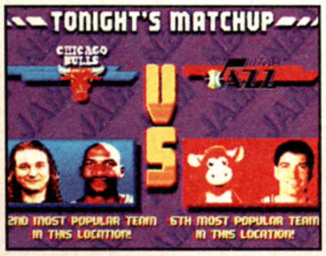
PlayStation

NBA Jam Tournament Edition

Serect Players and Cheats


ENTER INITIALS FOR RECORD KEEPING?
YES
NO

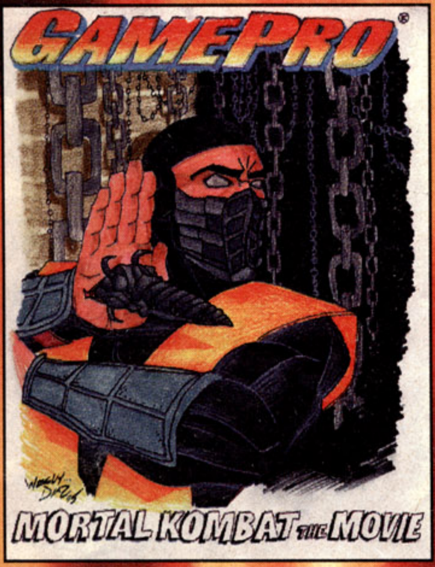

1
2
3
4
SECRET PLAYER!
JOIN IN!
SECRET PLAYER!
JOIN IN!
TUR
BEN


TONIGHT'S MATCHUP
CHICAGO BULLS
VS
JAZZ
2ND MOST POPULAR TEAM IN THIS LOCATION
6TH MOST POPULAR TEAM IN THIS LOCATION

TURMELL
PRESS START
BENNY
PRESS START

Enter the following initials and birthdates to access these hidden players and cheats. You must **hold the top L1 and R1 buttons** while entering the initials.

Adrock	**ADR**	**April 6**
Alex Delucia	**DEL**	**October 19**
Andy Catling	**CAT**	**January 2**
Asif Chaudri	**CHD**	**May 5**
Barry Hutchinson	**BAR**	**April 9**
Bill Clinton	**BIL**	**June 3**
Brett Gow	**GOW**	**July 17**
Carol Blazejowski	**BLZ**	**January 14**
Charlotte Hornet	**HOR**	**June 12**
Chicago Bull	**BEN**	**September 20**
Chris Kirby	**CHR**	**December 18**
Darren Falcus	**DAZ**	**August 6**
Darren Hodgeson	**HOG**	**December 31**
Darren Tunnicliff	**SAT**	**May 7**
Elizabeth Burgess	**LIZ**	**August 7**
Eric Kuby	**KUB**	**April 14**
Eric Samulski	**AIR**	**January 21**
Frank Thomas	**FNK**	**January 8**
Fresh Prince	**FRS**	**February 2**
Hillary Clinton	**HIL**	**November 6**
Heavy D	**HEA**	**January 9**
Jamie Rivett	**REV**	**July 6**
Jason Falcus	**JAS**	**November 16**
Jason Whitaker	**JAX**	**March 1**
Jay Moon	**JAY**	**August 24**
Jazzy Jeff	**JAZ**	**October 9**
John Carlton	**CAL**	**March 25**
Kim Gordon	**GOR**	**July 3**
Larry Bird	**LAR**	**January 15**
Lee Renaldo	**REN**	**February 4**
Mark Thienvanich	**THI**	**November 1**
Mark Turmell	**TUR**	**January 31**
MC Adam Yauch	**MCA**	**April 9**
Mike D	**M_D**	**July 1**
Mike Muskett	**MUS**	**December 24**
Minnesota Timberwolf	**WOL**	**March 7**
Nat Gunter	**GUN**	**January 11**
Paul McHugh	**BAA**	**July 12**
Pete Wanat	**WAN**	**June 10**
Phoenix Gorilla	**APE**	**April 2**
Prince Charles	**CHA**	**May 4**
Rob Gray	**ROB**	**February 24**
Sal Divita	**DIV**	**July 3**
Seth W. Rosenfeld	**STH**	**December 8**
Shawn Liptak	**LIP**	**January 14**
Shawn Rosen	**SAW**	**April 10**
Snake	**SNK**	**June 15**
Steve Shelley	**SHY**	**June 8**
Thurston Moore	**MOE**	**June 8**
Tom Higgins	**TOM**	**February 19**
Tony Goskie	**GOS**	**January 6**
Ziggy Hill	**ZIG**	**April 7**
To go to the last game of a season	**END**	**January 1**
To win the season	**FIN**	**January 1**

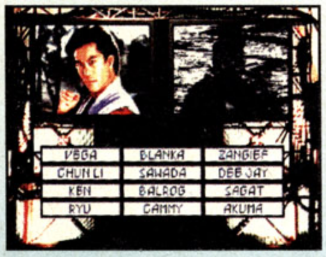

GAMEPRO
Wesley Diaz
MORTAL KOMBAT THE MOVIE

Wesley Diaz, Bronx, NY

Saturn

Street Fighter: The Movie

Play as Akuma


VEGA
BLANKA
ZANGIEF
CHUN LI
SAWADA
DEE JAY
KEN
BALROG
SAGAT
RYU
CAMMY
AKUMA

AKUMA
99
AKUMA

Set the difficulty level to at least five and play the Street Battle mode. Keep playing without using any continues. At the end of the game, you'll fight Akuma instead of M. Bison. Lose to Akuma, continue, then **press Start on Controller Two**. Now you can use Controller Two to control Akuma.

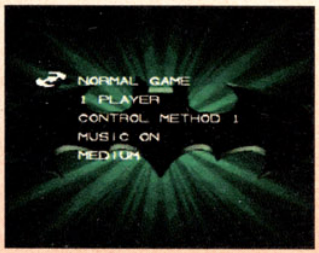
RAGE
is home... so run for your pathetic little lives!

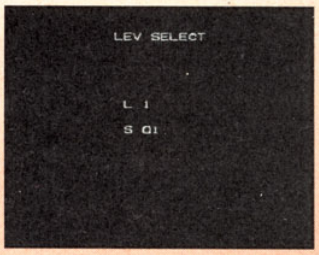
Nate Hineline, Fostoriol, OH

Super NES

Batman Forever

Stage Select


NORMAL GAME
1 PLAYER
CONTROL METHOD 1
MUSIC ON
MEDIUM

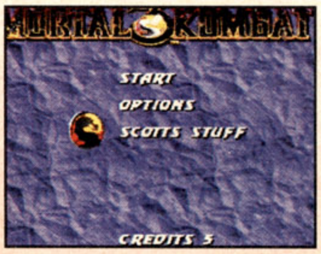

LEV SELECT
L 1
S 01

At the screen where you choose Training mode or a regular game, **press Left, Up, Left, Left, Button A, Button B, Button Y**. When the screen flashes, begin a normal game as either Batman or Robin. A level select appears. Press Up or Down to select a level and Left or Right to select the area within that level.

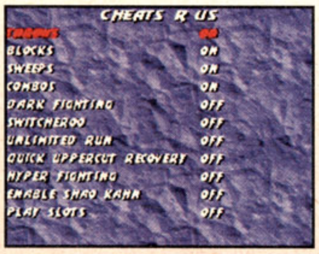
Super NES

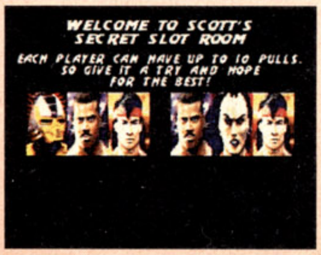
Mortal Kombat 3

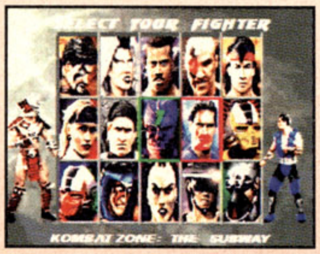
Scott's Stuff and Kooler Stuff



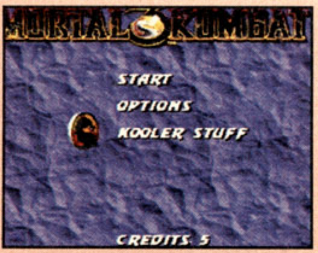
START
OPTIONS
SCOTTS STUFF
CREDITS 5


CHEATS R US
THROWS ON
BLOCKS ON
SWEEPS ON
COMBOS ON
DARK FIGHTING OFF
SWITCHEROO OFF
UNLIMITED RUN OFF
QUICK UPPERCUT RECOVERY OFF
HYPER FIGHTING OFF
ENABLE SHAO KAHN OFF
PLAY SLOTS OFF

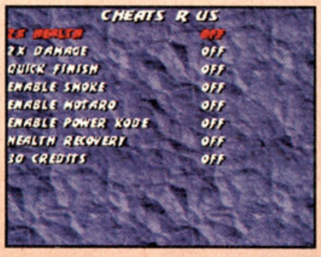

WELCOME TO SCOTT'S SECRET SLOT ROOM
EACH PLAYER CAN HAVE UP TO 10 PULLS. SO GIVE IT A TRY AND HOPE FOR THE BEST!

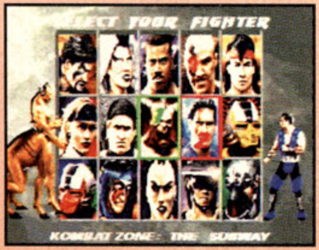


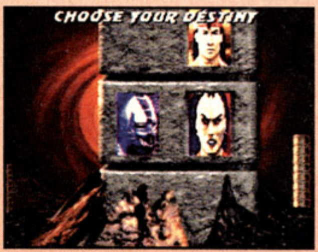
Scott's stuff: At the Start/Options screen, **press Button X, Button B, Button A, Button Y, Up, Left, Down, Right, Down**.



START
OPTIONS
KOOLER STUFF
CREDITS 5


CHEATS R US
[illegible] HEALTH OFF
2X DAMAGE OFF
QUICK FINISH OFF
ENABLE SMOKE OFF
ENABLE MOTARO OFF
ENABLE POWER KODE OFF
HEALTH RECOVERY OFF
30 CREDITS OFF





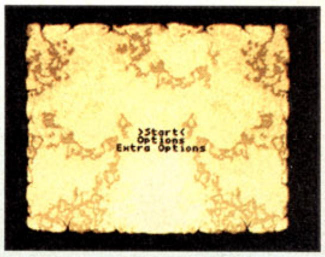
Kooler stuff: At the Start/Options screen, **press the Select button, Button A, Button B, Right, Left, Down, Down, Up, Up**.

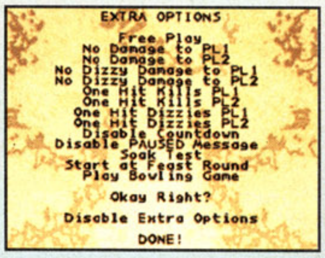
Shaheed Khan, Union City, CA

Genesis

Primal Rage

Extra Options


>Start<
Options
Extra Options


EXTRA OPTIONS
Free Play
No Damage to PL1
No Damage to PL2
No Dizzy Damage to PL1
No Dizzy Damage to PL2
One Hit Kills PL1
One Hit Kills PL2
One Hit Dizzies PL1
One Hit Dizzies PL2
Disable Countdown
Disable PAUSED Message
Soak Test
Start at Feast Round
Play Bowling Game
Okay Right?
Disable Extra Options
DONE!

At the Start/Options screen, **press Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up**. An Extra menu appears that enables cheats and other options.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM INCORPORATED

SCORE :
JAGUAR
SEGA SATURN
SEGA
VIRTUAL BOY
GoldStar
3DO
SONY
PlayStation

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 133 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

C	H	[illegible]	[illegible]	E	P	M
D	R	E	A	M	O	Y
P	I	N	C	H	W	S
[illegible]	R	E	S	S	E	T
S	t	a	n	d	R	E
						R
						Y

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.......K	BLAST ......A	WRECK .....D
BREAK ......Z	PUNCH .....S	SPRAY C	TURBO......V
STOMP .....T	STAND......R	PRESS ....E	DREAM ....O
CRUSH.......I	SCORE .....H	SLANT L	CHASE......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

☐ ($3.00) Computer Contest
☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

Name ____________________

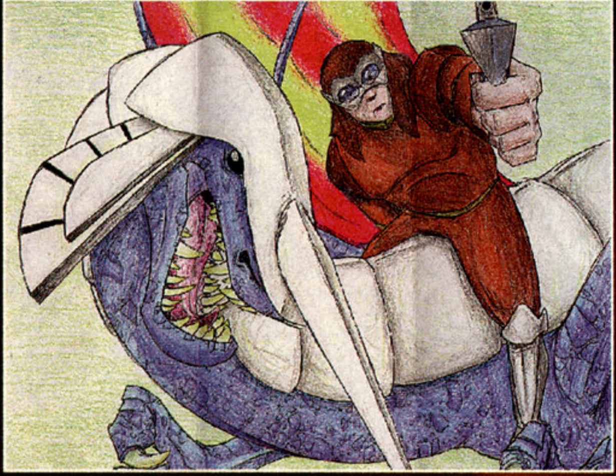
Address ____________________

City ____________ **State** ______ **Zip** ______

CLIP AND MAIL

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB. 17TH, 1996 • ENTRY FEE MUST BE INCLUDED Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the U.S. its territories and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who, along with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.



Swampfox, Athens, GA

Saturn

Astal

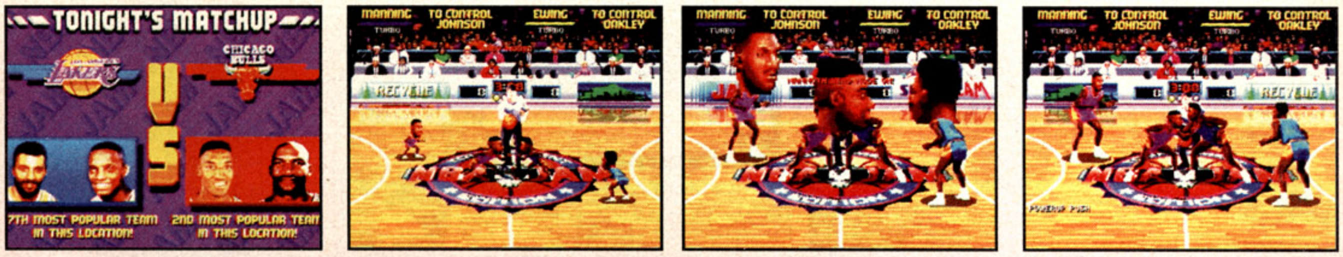
Refill Life Bar

Pause a game and **press Down, Button R, Up, Button L, Button X, Button A, Button Y, Button B, Button Z, Button C, Right, Left.** Astal should now have a full life bar.

PlayStation

NBA Jam Tournament Edition

Cheat Codes



After selecting your team, enter the following cheat codes at the Tonight's Matchup screen:

Baby mode: **Button ○, Button □, Button ○, Button □, Button ○, Button □**

Big heads: **Button △, Button □, Button X, Button ○, Button △, Button □, Button X, Button ○**

Full-court jams: **Left, Right, Button X, Button ○, Button ○, Button X**

Full-court push: **Down, Down, Button X, Button ○, Button X, Right, Right**

High shots: **Up, Down, Up, Down, Right, Up, Button ○, Button ○, Button ○, Button ○, Down**

Huge mode: **Button △, Button X, Button △, Button X, Button △, Button X, Button △, Button X, Button △, Button X, Button △, Button X, Button △, Button X**

Mammoth heads: **Button ○, Button X, Button □, Button △, Button ○, Button X, Button □, Button △, Button ○, Button X, Button □, Button △, Button ○, Button X, Button □, Button △**

Maximum power: **Right, Right, Left, Right, Button X, Button X, Right**

Power-up fire: **Down, Right, Right, Button ○, Button △, Left**

Power-up goaltending: **Right, Up, Down, Right, Down, Up**

Power-up offense: **Button □, Button ○, Up, Button □, Button ○, Up, Down**

Power-up three-pointers: **Up, Down, Left, Right, Left, Down, Up**

Power-up turbo: **Button ○, Button ○, Button ○, Button □, Down, Down, Up, Up**

Push one opponent, and both players fall down: **Up, Up, Up, Up, Left, Left, Left, Left, Button ○, Button ○**

Push one opponent, and your teammate falls down: **Up, Up, Up, Up, Left, Left, Left, Left, Button ○, Button △**

Quick hands: **Left, Left, Left, Left, Button ○, Right**

Shot-percentage display: **Up, Up, Down, Down, Button △**

Speed up: **Up, Up, Up, Up, Left, Left, Left, Left, Button X, Button △**

Teleport pass: **Up, Right, Right, Left, Button ○, Down, Left, Left, Button ○, Button □**

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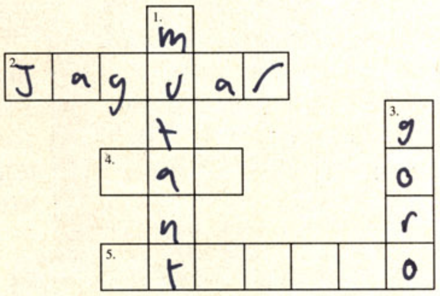

ACROSS

2. Feline or Video Game System
4. Joe & ___________
5. Board Game

DOWN

1. Teenage ___________ Ninja Turtles
2. He has Four Arms

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name, address and phone number to:

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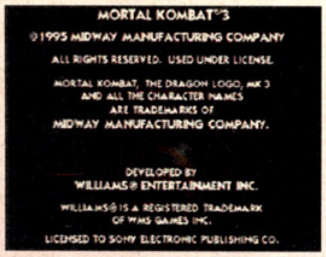
Entries must be postmarked no later than January 31, 1995

GP

PlayStation

Mortal Kombat 3

Special Options Screen



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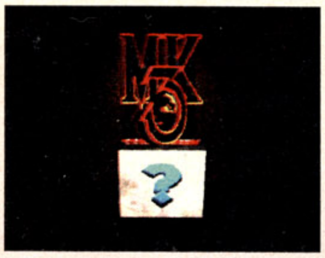
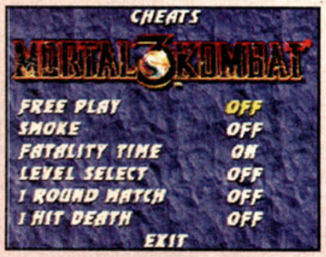
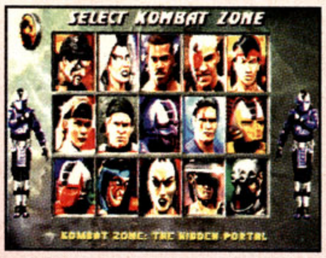




CHEATS
MORTAL 3 KOMBAT
FREE PLAY OFF
SMOKE OFF
FATALITY TIME ON
LEVEL SELECT OFF
1 ROUND MATCH OFF
1 HIT DEATH OFF
EXIT

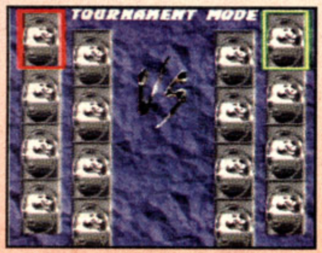


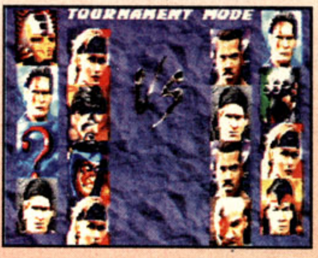
At the trademark screen, **press Buttons □, X, ○, △, R1, R1, R2, R2, R1, R1**. You should hear Shao Kahn say, "You will never win." **Then press Up when the screen with the spinning MK 3 logo on the cube that says "Kombat" is onscreen**. A question mark appears. Utilize this option for a plethora of cheats, including playing as Smoke and unlimited credits.

Super NES

Mortal Kombat 3

Tournament Mode and Random Select





At the Start/Options screen, **put the cursor next to "Start." Simultaneously hold Buttons L and R and press the Start button**. You can now enter a two-player team tournament mode. For a random-fighter select, **hold Up and press Start at the fighter-select screen**.

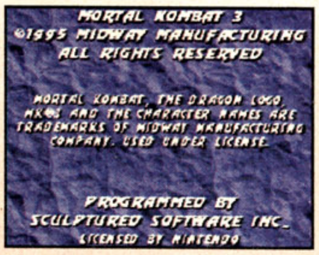
E-mail us your tips and tricks through America Online
or at this Internet address:
swat.gamepro@iftw.com

Super NES

Mortal Kombat 3

Play as Smoke and Ultimate Tournament Mode

To play as Smoke, perform the following button presses at these successive screens:



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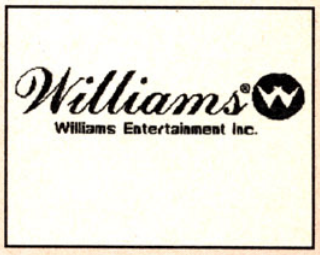
Simultaneously press and hold Left and Button A.



Williams®
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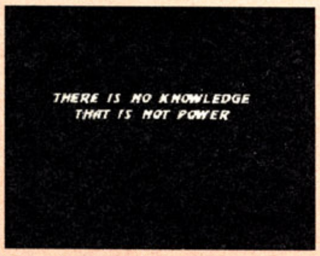
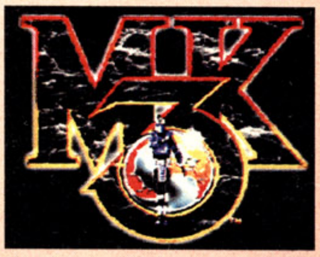
Simultaneously press and hold Right and Button B.

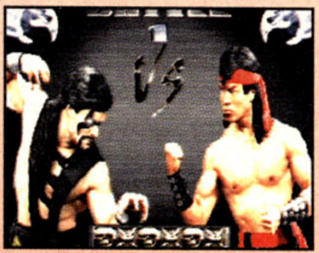


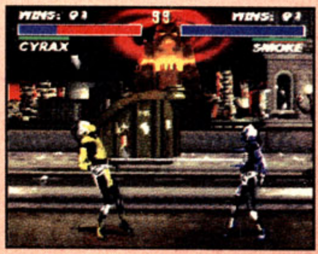
THERE IS NO KNOWLEDGE
THAT IS NOT POWER

Simultaneously press and hold Button X and Button Y.



Now you can play as Smoke!





Ultimate Tournament Mode: This code accesses a tournament contest where all the fighters are randomly chosen – including Smoke! Begin a normal two-player game and pick any two fighters. Then, at the Versus screen, **Player One should hold Up and press High Punch once, Low Kick once, Low Punch twice. Player Two should hold Up and press High Punch twice, Low Kick twice, and Low Punch once.**

Eric Bianchi
Santa Ana, CA

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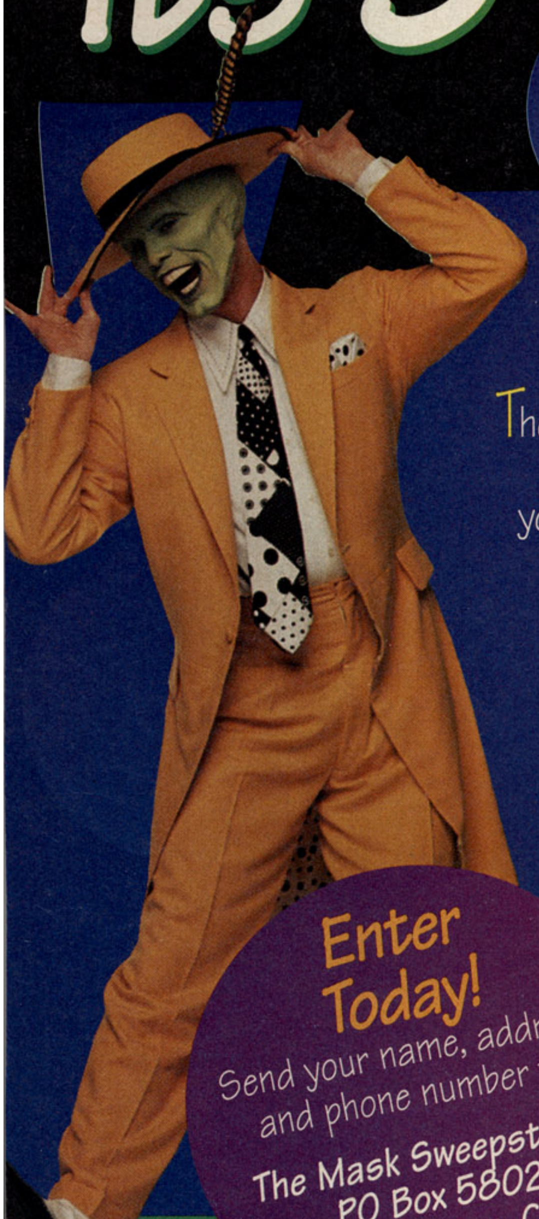
It's S-S-smokin!



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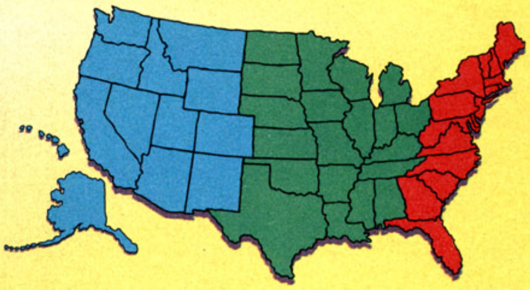

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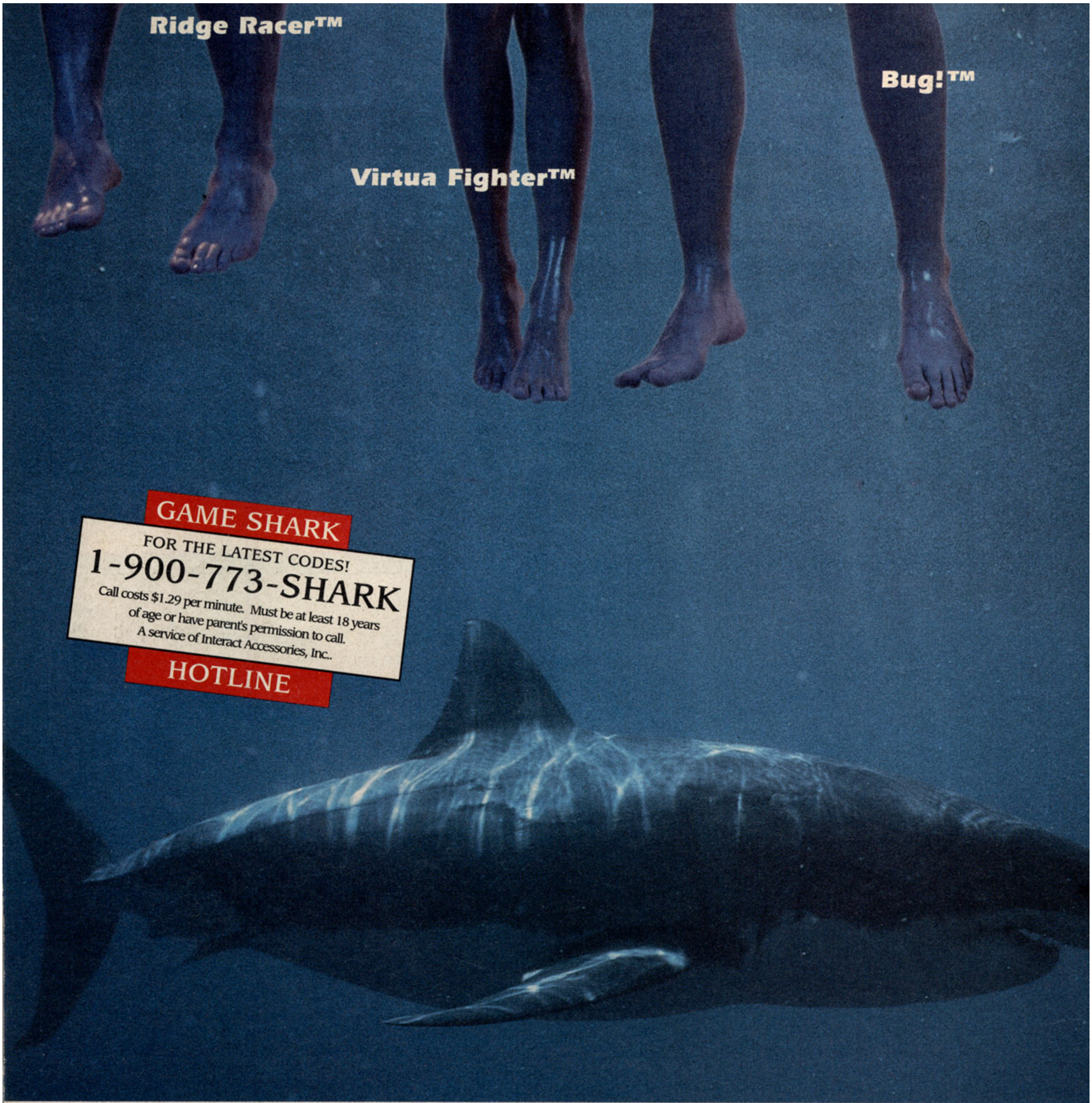

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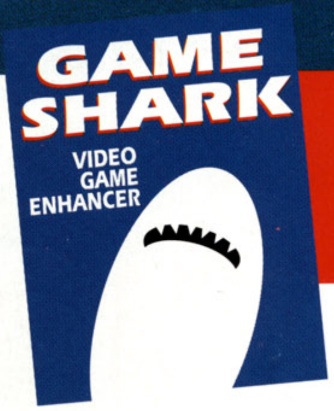
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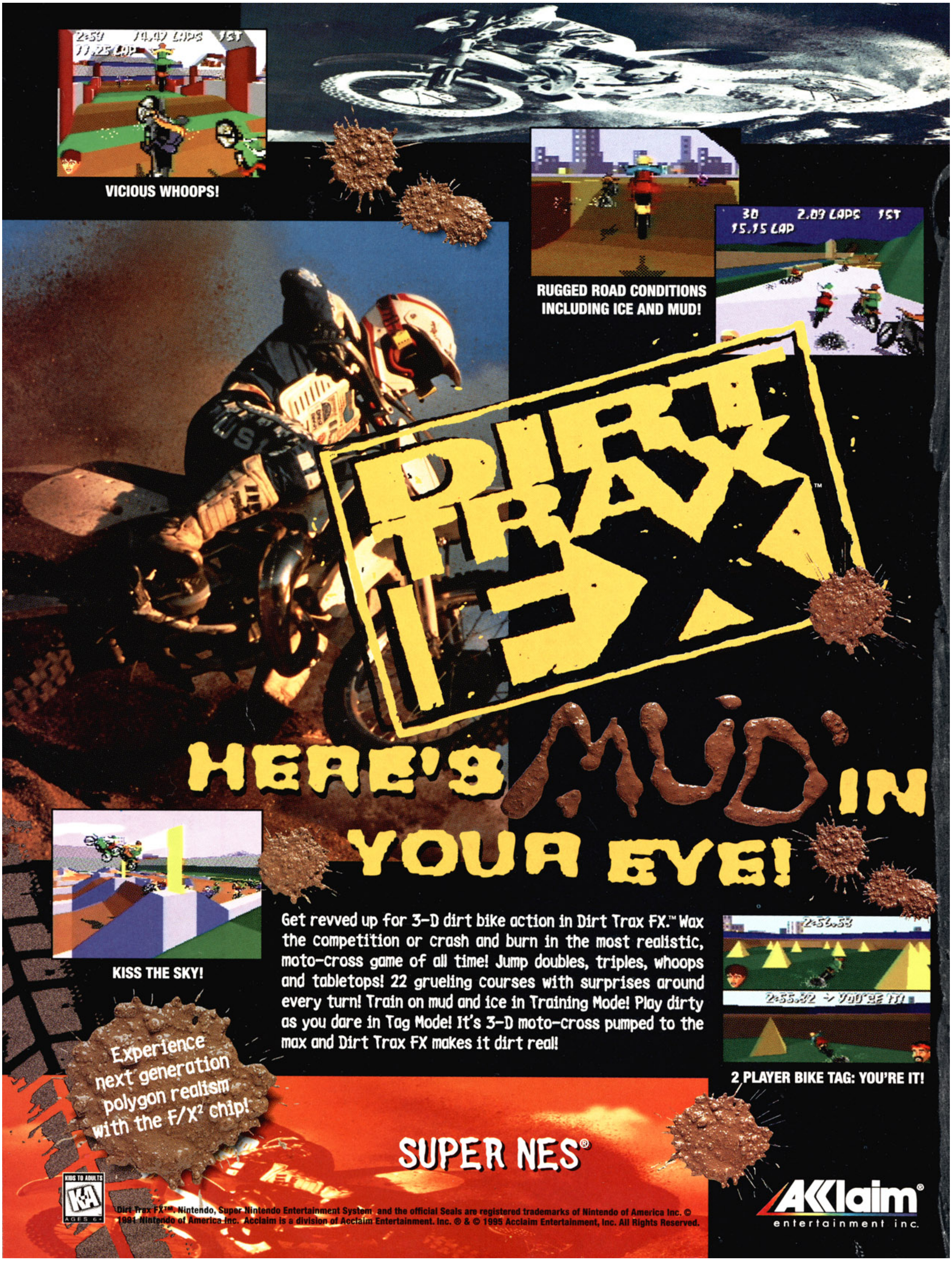

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